

APPENDIX B

C² SYMBOLOGY: MILITARY OPERATIONS (TACTICAL GRAPHICS)

B.1 SCOPE

B.1.1 Scope. This appendix addresses tactical graphics that support military operations in the C² domain. The tables in this appendix present graphics that support battlefield planning and management by delineating responsibilities and missions, providing guidance, establishing control measures, and identifying items of interest. While FM101-5-1/MCRP 5-2A is the principal source for correct usage of these tactical graphics for operations, MIL-STD-2525 contains the correct implementation instructions. This appendix is a mandatory part of this standard. The information contained herein is intended for compliance.

B.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

B.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

B.4 GENERAL REQUIREMENTS

B.4.1 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the C² Symbology: Military Operations symbology set.

B.5 DETAILED REQUIREMENTS

B.5.1 Technical Specifications. Composition, construction, display, and transmission of tactical graphics are explained in the Detailed Requirements section of the standard. Additional construction specifications are explained here.

B.5.1.1 Phase Lines. Phase lines are lines on map that are easily identifiable from a ground or air vantage point. They may include features such as ridgelines, treelines, hilltops, roads, and rivers. The generic line described in Figure 10 of the main document includes a class of lines called phase lines. Though a phase line might not change, its meaning can vary based on the line style or nomenclature associated with it. For instance, the same phase line may define a Forward Line of Own Troops (FLOT), Fire Support Coordination Line (FSCL), or Light Line (LL) depending on the ebb and flow of a battle. This appendix describes how to draw various line-type tactical graphics as if they do not already exist on a map or display. Implementors should consider that operators may want to change the line-type associated with an existing tactical graphic rather than replace it with a new tactical graphic. This may require a change in line-type (FSCL to FLOT), nomenclature (FSCL to LL), or both.

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B.5.1.2 Graphic Orientation. Unless otherwise stated, tactical graphics in table B-IV whose orientations depend on enemy location are oriented with the enemy on the right hand side of the page. All tactical graphics can use offset location indicators. Offset location indicators shall be placed so they do not confuse the meaning of the graphic.

B.5.2 Symbol identification (ID) coding scheme. A symbol ID code is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical graphic between MIL-STD-2525 compliant systems.

B.5.2.1 Code positions. The positions of the symbol ID code are described below. Since many graphics do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/size. Table B-I identifies the fields of information included in a symbol ID code and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, code scheme, indicates which overall symbology set a graphic belongs to.
- b. Position 2, affiliation, indicates the graphic's affiliation.
- c. Position 3, category, indicates which of the groups of operation the graphic belongs to.
- d. Position 4, status, indicates the graphic's planned or present status.
- e. Positions 5 through 10, function ID, identifies a graphic's function. Each position indicates an increasing level of detail and specialization.
- f. Positions 11 and 12, echelon/size indicator, identifies the command level of a unit or the size in kilotons of a nuclear event. Table B-II contains the specific values used in this field.
- g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the Federal Information Processing Standard (FIPS) Pub 10 series.
- h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. All tactical graphics described in this appendix will have an "X" in this position.

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TABLE B-I. Symbol ID code positions and categories.

CODING SCHEME (1) (POSITION 1)	AFFILIATION (1) (POSITION 2)	CATEGORY (1) (POSITION 3)	STATUS (1) (POSITION 4)
S - C ² Symbolology: Units, Equipment, and Installations G - C ² Symbolology: Military Operations W - METOC I - Signals Intelligence M - Mapping (Reserved - under Development) O - Military Operations Other than War (MOOTW)	P - Pending U - Unknown A - Assumed Friend F - Friend N - Neutral S - Suspect H - Hostile J - Joker K - Faker O - None Specified	T - Tasks G - C ² & General Maneuver M - Mobility/survivability F - Fire Support S - Combat Service Support O - Other	A - Anticipated/Planned P - Present
FUNCTION ID (6) (POSITIONS 5 - 10)	ECHOLON/SIZE (2) (POSITIONS 11, 12)	COUNTRY CODE (2) (POSITIONS 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table B-III for specific values.	See table B-II for specific values	See FIPS Pub series 10	X - Control Markings

TABLE B-II. Echelon/size codes.

CODE	DESCRIPTION	CODE	DESCRIPTION
- A	TEAM/CREW	- H	BRIGADE
- B	SQUAD	- I	DIVISION
- C	SECTION	- J	CORPS/MEF
- D	PLATOON/DETACHMENT	- K	ARMY
- E	COMPANY/BATTERY/TROOP	- L	ARMY GROUP/FRONT
- F	BATTALION/SQUADRON	- M	REGION
- G	REGIMENT/GROUP	- -	NULL
		K -	NUCLEAR YIELD IN KILOTONS - Size value located in field modifier C.

B.5.2.2 Symbol ID code table. Table B-III lists the codes for tactical graphics. As stated earlier in paragraph B.5.2.1, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/size.

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TABLE B-III. C² Symbology: Military Operations symbol ID codes.

HIERARCHY	C O D E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X	G	*	--	-	-- -- --	--	--	X	TACTICAL GRAPHICS
2.X.1	G	*	T	*	-- -- --	**	**	X	TASKS
2.X.1.1	G	*	T	*	B- -- --	**	**	X	BLOCK
2.X.1.2	G	*	T	*	H- -- --	**	**	X	BREACH
2.X.1.3	G	*	T	*	Y- -- --	**	**	X	BYPASS
2.X.1.4	G	*	T	*	C- -- --	**	**	X	CANALIZE
2.X.1.5	G	*	T	*	X- -- --	**	**	X	CLEAR
2.X.1.6	G	*	T	*	J- -- --	**	**	X	CONTAIN
2.X.1.7	G	*	T	*	K- -- --	**	**	X	COUNTERATTACK (CATK)
2.X.1.7.1	G	*	T	*	KF -- --	**	**	X	COUNTERATTACK BY FIRE
2.X.1.8	G	*	T	*	L- -- --	**	**	X	DELAY
2.X.1.9	G	*	T	*	D- -- --	**	**	X	DESTROY
2.X.1.10	G	*	T	*	T- -- --	**	**	X	DISRUPT
2.X.1.11	G	*	T	*	F- -- --	**	**	X	FIX
2.X.1.12	G	*	T	*	A- -- --	**	**	X	FOLLOW AND ASSUME
2.X.1.12.1	G	*	T	*	AS -- --	**	**	X	FOLLOW AND SUPPORT
2.X.1.13	G	*	T	*	I- -- --	**	**	X	INTERDICT
2.X.1.14	G	*	T	*	E- -- --	**	**	X	ISOLATE
2.X.1.15	G	*	T	*	N- -- --	**	**	X	NEUTRALIZE
2.X.1.16	G	*	T	*	O- -- --	**	**	X	OCCUPY
2.X.1.17	G	*	T	*	P- -- --	**	**	X	PENETRATE
2.X.1.18	G	*	T	*	R- -- --	**	**	X	RELIEF IN PLACE (RIP)
2.X.1.19	G	*	T	*	Q- -- --	**	**	X	RETAIN
2.X.1.20	G	*	T	*	M- -- --	**	**	X	RETIREMENT
2.X.1.21	G	*	T	*	S- -- --	**	**	X	SECURE
2.X.1.22	G	-	T	*	U -- --	--	--	X	SECURITY
2.X.1.22.1	G	*	T	*	US -- --	**	**	X	SCREEN
2.X.1.22.2	G	*	T	*	UG -- --	**	**	X	GUARD
2.X.1.22.3	G	*	T	*	UC - --	**	**	X	COVER
2.X.1.23	G	*	T	*	Z- -- --	**	**	X	SEIZE
2.X.1.24	G	*	T	*	W- -- --	**	**	X	WITHDRAW
2.X.1.24.1	G	*	T	*	WP -- --	**	**	X	WITHDRAW UNDER PRESSURE
2.X.2	G	*	G	*	-- -- --	**	**	X	COMMAND AND CONTROL AND GENERAL MANEUVER
2.X.2.1	G	*	G	*	G -- --	**	**	X	GENERAL
2.X.2.1.1	G	*	G	*	GP -- --	**	**	X	POINTS
2.X.2.1.1.1	G	*	G	*	GP U- --	**	**	X	UNDER SEA WARFARE

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TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	C O D E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.1.1.1.1	G	*	G	*	GP UU --	**	**	X	UNDERWATER
2.X.2.1.1.1.1.1	G	*	G	*	GP UU D-	**	**	X	DATUM
2.X.2.1.1.1.1.2	G	*	G	*	GP UU B-	**	**	X	BRIEF CONTACT
2.X.2.1.1.1.1.3	G	*	G	*	GP UU L-	**	**	X	LOST CONTACT
2.X.2.1.1.1.1.4	G	*	G	*	GP UU S-	**	**	X	SINKER
2.X.2.1.1.1.2	G	*	G	*	GP UY --	**	**	X	SONOBUOY
2.X.2.1.1.1.2.1	G	*	G	*	GP UY P-	**	**	X	PATTERN CENTER
2.X.2.1.1.1.2.2	G	*	G	*	GP UY D-	**	**	X	DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)
2.X.2.1.1.1.2.3	G	*	G	*	GP UY L-	**	**	X	LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)
2.X.2.1.1.1.2.4	G	*	G	*	GP UY C-	**	**	X	COMMAND ACTIVE SONOBUOY SYSTEM (CASS)
2.X.2.1.1.1.2.5	G	*	G	*	GP UY S-	**	**	X	DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS)
2.X.2.1.1.1.2.6	G	*	G	*	GP UY B-	**	**	X	BATHYTHERMOGRAPH TRANSMITTING (BT)
2.X.2.1.1.1.2.7	G	*	G	*	GP UY A-	**	**	X	ANM
2.X.2.1.1.1.2.8	G	*	G	*	GP UY V-	**	**	X	VERTICAL LINE ARRAY DIFAR (VLAD)
2.X.2.1.1.1.2.9	G	*	G	*	GP UY T-	**	**	X	ATAC
2.X.2.1.1.1.2.10	G	*	G	*	GP UY R-	**	**	X	RANGE ONLY (RO)
2.X.2.1.1.1.2.11	G	*	G	*	GP UY K-	**	**	X	KINGPIN
2.X.2.1.1.1.3	G	*	G	*	GP US --	**	**	X	SEARCH
2.X.2.1.1.1.3.1	G	*	G	*	GP US A-	**	**	X	SEARCH AREA
2.X.2.1.1.1.3.2	G	*	G	*	GP US D-	**	**	X	DIP POSITION
2.X.2.1.1.1.3.3	G	*	G	*	GP US C-	**	**	X	SEARCH CENTER
2.X.2.1.1.2	G	*	G	*	GP R- --	**	**	X	REFERENCE POINT
2.X.2.1.1.2.1	G	*	G	*	GP RS --	**	**	X	SPECIAL POINT
2.X.2.1.1.2.2	G	*	G	*	GP RN --	**	**	X	NAV REFERENCE
2.X.2.1.1.2.3	G	*	G	*	GP RD --	**	**	X	DLRP
2.X.2.1.1.2.4	G	*	G	*	GP RI --	**	**	X	POINT OF INTEREST
2.X.2.1.1.3	G	*	G	*	GP W- --	**	**	X	WEAPON
2.X.2.1.1.3.1	G	*	G	*	GP WA --	**	**	X	AIM POINT
2.X.2.1.1.3.2	G	*	G	*	GP WD --	**	**	X	DROP POINT
2.X.2.1.1.3.3	G	*	G	*	GP WE --	**	**	X	ENTRY POINT
2.X.2.1.1.3.4	G	*	G	*	GP WG --	**	**	X	GROUND ZERO
2.X.2.1.1.3.5	G	*	G	*	GP WM --	**	**	X	MSL DETECT POINT
2.X.2.1.1.3.6	G	*	G	*	GP WI --	**	**	X	IMPACT POINT
2.X.2.1.1.3.7	G	*	G	*	GP WP --	**	**	X	PREDICTED IMPACT POINT
2.X.2.1.1.4	G	*	G	*	GP F- --	**	**	X	FORMATION
2.X.2.1.1.5	G	*	G	*	GP H- --	**	**	X	HARBOR (GENERAL)
2.X.2.1.1.5.1	G	*	G	*	GP HQ --	**	**	X	POINT Q

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TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.1.1.5.2	G	*	G	*	GP HA --	**	**	X	POINT A
2.X.2.1.1.5.3	G	*	G	*	GP HY --	**	**	X	POINT Y
2.X.2.1.1.5.4	G	*	G	*	GP HX --	**	**	X	POINT X
2.X.2.1.1.6	G	*	G	*	GP O- --	**	**	X	ROUTE
2.X.2.1.1.6.1	G	*	G	*	GP OZ --	**	**	X	RENDEZVOUS
2.X.2.1.1.6.2	G	*	G	*	GP OD --	**	**	X	DIVERSIONS
2.X.2.1.1.6.3	G	*	G	*	GP OW --	**	**	X	WAYPOINT
2.X.2.1.1.6.4	G	*	G	*	GP OP --	**	**	X	PIM
2.X.2.1.1.6.5	G	*	G	*	GP OR --	**	**	X	POINT R
2.X.2.1.1.7	G	*	G	*	GP A- --	**	**	X	AIR CONTROL
2.X.2.1.1.7.1	G	*	G	*	GP AP --	**	**	X	COMBAT AIR PATROL (CAP)
2.X.2.1.1.7.2	G	*	G	*	GP AW --	**	**	X	AIRBORNE EARLY WARNING (AEW)
2.X.2.1.1.7.3	G	*	G	*	GP AT --	**	**	X	TACAN
2.X.2.1.1.7.4	G	*	G	*	GP AK --	**	**	X	TANKING
2.X.2.1.1.7.5	G	*	G	*	GP AA --	**	**	X	ANTISUBMARINE WARFARE , FIXED WING
2.X.2.1.1.7.6	G	*	G	*	GP AH --	**	**	X	ANTISUBMARINE WARFARE, ROTARY WING
2.X.2.1.1.7.7	G	*	G	*	GP AO --	**	**	X	TOMCAT
2.X.2.1.1.7.8	G	*	G	*	GP AR --	**	**	X	RESCUE
2.X.2.1.1.7.9	G	*	G	*	GP AL --	**	**	X	REPLENISH
2.X.2.1.1.7.10	G	*	G	*	GP AM --	**	**	X	MARSHALL
2.X.2.1.1.7.11	G	*	G	*	GP AS --	**	**	X	STRIKE IP
2.X.2.1.1.7.12	G	*	G	*	GP AC --	**	**	X	CORRIDOR TAB
2.X.2.1.1.8	G	*	G	*	GP P- --	**	**	X	ACTION POINTS (GENERAL)
2.X.2.1.1.8.1	G	*	G	*	GP PK --	**	**	X	CHECK POINT
2.X.2.1.1.8.2	G	*	G	*	GP PC --	**	**	X	CONTACT POINT
2.X.2.1.1.8.3	G	*	G	*	GP PO --	**	**	X	COORDINATION POINT
2.X.2.1.1.8.4	G	*	G	*	GP PD --	**	**	X	DECISION POINT
2.X.2.1.1.8.5	G	*	G	*	GP PL --	**	**	X	LINKUP POINT
2.X.2.1.1.8.6	G	*	G	*	GP PP --	**	**	X	PASSAGE POINT
2.X.2.1.1.8.7	G	*	G	*	GP PR --	**	**	X	RALLY POINT
2.X.2.1.1.8.8	G	*	G	*	GP PE --	**	**	X	RELEASE POINT
2.X.2.1.1.8.9	G	*	G	*	GP PS --	**	**	X	START POINT
2.X.2.1.1.8.10	G	*	G	*	GP PW --	**	**	X	WAYPOINT
2.X.2.1.2	G	*	G	*	GL -- --	**	**	X	LINE
2.X.2.1.2.1	G	*	G	*	GL B- --	**	**	X	BOUNDARIES
2.X.2.1.2.2	G	*	G	*	GL F- --	**	**	X	FORWARD LINE OF OWN TROOPS (FLOT)
2.X.2.1.2.3	G	*	G	*	GL C- --	**	**	X	LINE OF CONTACT
2.X.2.1.2.4	G	*	G	*	GL P- --	**	**	X	PHASE LINE
2.X.2.1.2.5	G	*	G	*	GL L- --	**	**	X	LIGHT LINE
2.X.2.1.3	G	*	G	*	GA -- --	**	**	X	AREAS

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TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.1.3.1	G	*	G	*	GA G- --	**	**	X	GENERAL AREA
2.X.2.1.3.2	G	*	G	*	GA A- --	**	**	X	ASSEMBLY AREA
2.X.2.1.3.3	G	*	G	*	GA E- --	**	**	X	ENGAGEMENT AREA
2.X.2.1.3.4	G	*	G	*	GA F- --	**	**	X	FORTIFIED AREA
2.X.2.1.3.5	G	*	G	*	GA D- --	**	**	X	DROP ZONE
2.X.2.1.3.6	G	*	G	*	GA X- --	**	**	X	EXTRACTION ZONE (EZ)
2.X.2.1.3.7	G	*	G	*	GA L- --	**	**	X	LANDING ZONE (LZ)
2.X.2.1.3.8	G	*	G	*	GA P- --	**	**	X	PICKUP ZONE (PZ)
2.X.2.1.3.9	G	*	G	*	GA S- --	**	**	X	SEARCH AREA/RECONNAISSANCE AREA
2.X.2.1.3.10	G	*	G	*	GA Y- --	**	**	X	LIMITED ACCESS AREA
2.X.2.1.3.11	G	*	G	*	GA Z- --	**	**	X	AIRFIELD ZONE
2.X.2.2	G	*	G	*	A- -- --	**	**	X	AVIATION
2.X.2.2.1	G	*	G	*	AP -- --	**	**	X	POINTS
2.X.2.2.1.1	G	*	G	*	AP P- --	**	**	X	AIR CONTROL POINT (ACP)
2.X.2.2.1.2	G	*	G	*	AP C- --	**	**	X	COMMUNICATIONS CHECKPOINT (CCP)
2.X.2.2.1.3	G	*	G	*	AP U- --	**	**	X	POP-UP POINT (PUP)
2.X.2.2.1.4	G	*	G	*	AP D- --	**	**	X	DOWNED AIRCREW PICKUP POINT
2.X.2.2.2	G	*	G	*	AL -- --	**	**	X	LINES
2.X.2.2.2.1	G	*	G	*	AL C- --	**	**	X	AIR CORRIDOR
2.X.2.2.2.2	G	*	G	*	AL M- --	**	**	X	MINIMUM RISK ROUTE (MRR)
2.X.2.2.2.3	G	*	G	*	AL S- --	**	**	X	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
2.X.2.2.2.4	G	*	G	*	AL U- --	**	**	X	UNMANNED AERIAL VEHICLE (UAV) ROUTE
2.X.2.2.2.5	G	*	G	*	AL L- --	**	**	X	LOW LEVEL TRANSIT ROUTE (LLTR)
2.X.2.2.3	G	*	G	*	AA -- --	**	**	X	AREAS
2.X.2.2.3.1	G	*	G	*	AA R- --	**	**	X	RESTRICTED OPERATIONS ZONE (ROZ)
2.X.2.2.3.2	G	*	G	*	AA F- --	**	**	X	FORWARD AREA AIR DEFENSE ZONE (FAADEZ)
2.X.2.2.3.3	G	*	G	*	AA H- --	**	**	X	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
2.X.2.2.3.4	G	*	G	*	AA M- --	**	**	X	MISSILE ENGAGEMENT ZONE (MEZ)
2.X.2.2.3.4.1	G	*	G	*	AA ML --	**	**	X	LOW ALTITUDE MEZ
2.X.2.2.3.4.2	G	*	G	*	AA MH --	**	**	X	HIGH ALTITUDE MEZ
2.X.2.2.3.5	G	*	G	*	AA W- --	**	**	X	WEAPONS FREE ZONE
2.X.2.3	G	*	G	*	P- -- --	**	**	X	DECEPTION
2.X.2.3.1	G	*	G	*	PD -- --	**	**	X	DUMMY (DECEPTION/DECOY)
2.X.2.3.2	G	*	G	*	PA -- --	**	**	X	AXIS OF ADVANCE FOR FEINT
2.X.2.3.3	G	*	G	*	PF -- --	**	**	X	DIRECTION OF ATTACK FOR FEINT
2.X.2.3.4	G	*	G	*	PM -- --	**	**	X	DECOY MINED AREA
2.X.2.3.5	G	*	G	*	PY -- --	**	**	X	DECOY MINED AREA, FENCED
2.X.2.3.6	G	*	G	*	PN -- --	**	**	X	DUMMY MINEFIELD (STATIC)
2.X.2.3.7	G	*	G	*	PC -- --	**	**	X	DUMMY MINEFIELD (DYNAMIC)

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TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.4	G	*	G	*	D- -- --	**	**	X	DEFENSE
2.X.2.4.1	G	*	G	*	DP -- --	**	**	X	POINTS
2.X.2.4.1.1	G	*	G	*	DP T- --	**	**	X	TARGET REFERENCE POINT (TRP)
2.X.2.4.1.2	G	*	G	*	DP O- --	**	**	X	OBSERVATION POST/OUTPOST
2.X.2.4.1.2.1	G	*	G	*	DP OC --	**	**	X	COMBAT OUTPOST
2.X.2.4.1.2.2	G	*	G	*	DP OR --	**	**	X	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
2.X.2.4.1.2.3	G	*	G	*	DP OF --	**	**	X	FORWARD OBSERVER POSITION
2.X.2.4.1.2.4	G	*	G	*	DP OS --	**	**	X	SENSOR OUTPOST/LISTENING POST (OP/LP)
2.X.2.4.1.2.5	G	*	G	*	DP ON --	**	**	X	NBC OBSERVATION POST (DISMOUNTED)
2.X.2.4.2	G	*	G	*	DL -- --	**	**	X	LINES
2.X.2.4.2.1	G	*	G	*	DL F- --	**	**	X	FORWARD EDGE OF BATTLE AREA (FEBA)
2.X.2.4.2.2	G	*	G	*	DL P- --	**	**	X	PRINCIPAL DIRECTION OF FIRE (PDF)
2.X.2.4.3	G	*	G	*	DA -- --	**	**	X	AREAS
2.X.2.4.3.1	G	F	G	*	DA B- --	**	**	X	BATTLE POSITION
2.X.2.4.3.1.1	G	*	G	*	DA BP --	**	**	X	PREPARED BUT NOT OCCUPIED
2.X.2.4.3.2	G	*	G	*	DA E- --	**	**	X	ENGAGEMENT AREA
2.X.2.5	G	*	G	*	O- -- --	**	**	X	OFFENSE
2.X.2.5.1	G	*	G	*	OP -- --	**	**	X	POINTS
2.X.2.5.1.1	G	*	G	*	OP P- --	**	**	X	POINT OF DEPARTURE
2.X.2.5.2	G	*	G	*	OL -- --	**	**	X	LINES
2.X.2.5.2.1	G	*	G	*	OL A- --	**	**	X	AXIS OF ADVANCE
2.X.2.5.2.1.1	G	*	G	*	OL AV --	**	**	X	FRIENDLY AVIATION
2.X.2.5.2.1.2	G	*	G	*	OL AA --	**	**	X	FRIENDLY AIRBORNE
2.X.2.5.2.1.3	G	*	G	*	OL AR --	**	**	X	FRIENDLY ATTACK, ROTARY WING
2.X.2.5.2.1.4	G	*	G	*	OL AG --	**	**	X	GROUND
2.X.2.5.2.1.4.1	G	*	G	*	OL AG M-	**	**	X	MAIN ATTACK
2.X.2.5.2.1.4.2	G	*	G	*	OL AG S-	**	**	X	SUPPORTING ATTACK
2.X.2.5.2.2	G	*	G	*	OL K- --	**	**	X	DIRECTION OF ATTACK
2.X.2.5.2.2.1	G	*	G	*	OL KA --	**	**	X	AVIATION
2.X.2.5.2.2.2	G	*	G	*	OL KG --	**	**	X	GROUND
2.X.2.5.2.2.2.1	G	*	G	*	OL KG M-	**	**	X	MAIN ATTACK
2.X.2.5.2.2.2.2	G	*	G	*	OL KG S-	**	**	X	SUPPORTING ATTACK
2.X.2.5.2.3	G	*	G	*	OL F- --	**	**	X	FINAL COORDINATION LINE
2.X.2.5.2.4	G	*	G	*	OL I- --	**	**	X	INFILTRATION LINE
2.X.2.5.2.5	G	*	G	*	OL L- --	**	**	X	LIMIT OF ADVANCE
2.X.2.5.2.6	G	*	G	*	OL T- --	**	**	X	LINE OF DEPARTURE
2.X.2.5.2.7	G	*	G	*	OL C- --	**	**	X	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
2.X.2.5.2.8	G	*	G	*	OL P- --	**	**	X	PROBABLE LINE OF DEPLOYMENT (PLD)
2.X.2.5.3	G	*	G	*	OA -- --	**	**	X	AREAS

APPENDIX B

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.5.3.1	G	*	G	*	OA A- --	**	**	X	ASSAULT POSITION
2.X.2.5.3.2	G	*	G	*	OA K- --	**	**	X	ATTACK POSITION
2.X.2.5.3.3	G	*	G	*	OA F- --	**	**	X	ATTACK BY FIRE POSITION
2.X.2.5.3.4	G	*	G	*	OA S- --	**	**	X	SUPPORT BY FIRE POSITION
2.X.2.5.3.5	G	*	G	*	OA O- --	**	**	X	OBJECTIVE
2.X.2.5.3.6	G	*	G	*	OA P- --	**	**	X	PENETRATION BOX
2.X.2.6	G	*	G	*	S- -- --	**	**	X	SPECIAL
2.X.2.6.1	G	*	G	*	SL -- --	**	**	X	LINE
2.X.2.6.1.1	G	*	G	*	SL A- --	**	**	X	AMBUSH
2.X.2.6.1.2	G	*	G	*	SL H- --	**	**	X	HOLDING LINE
2.X.2.6.1.3	G	*	G	*	SL R- --	**	**	X	RELEASE LINE
2.X.2.6.2	G	*	G	*	SA -- --	**	**	X	AREA
2.X.2.6.2.1	G	*	G	*	SA O- --	**	**	X	AREA OF OPERATIONS (AO)
2.X.2.6.2.2	G	*	G	*	SA A- --	**	**	X	AIRHEAD
2.X.2.6.2.3	G	*	G	*	SA B- --	**	**	X	BRIDGEHEAD
2.X.2.6.2.4	G	*	G	*	SA E- --	**	**	X	ENCIRCLEMENT
2.X.2.6.2.5	G	*	G	*	SA N- --	**	**	X	NAMED AREA OF INTEREST (NAI)
2.X.2.6.2.6	G	*	G	*	SA T- --	**	**	X	TARGETED AREA OF INTEREST (TAI)
2.X.3	G	*	M	*	-- -- --	**	**	X	MOBILITY/SURVIVABILITY
2.X.3.1	G	*	M	*	O- -- --	**	**	X	OBSTACLES
2.X.3.1.1	G	*	M	*	OG -- --	**	**	X	GENERAL
2.X.3.1.1.1	G	*	M	*	OG B- --	**	**	X	BELT
2.X.3.1.1.2	G	*	M	*	OG L- --	**	**	X	LINE
2.X.3.1.1.3	G	*	M	*	OG Z- --	**	**	X	ZONE
2.X.3.1.1.4	G	*	M	*	OG F- --	**	**	X	OBSTACLE FREE AREA
2.X.3.1.1.5	G	*	M	*	OG R- --	**	**	X	OBSTACLE RESTRICTED AREA
2.X.3.1.2	G	*	M	*	OS -- --	**	**	X	ABATIS
2.X.3.1.3	G	*	M	*	OA -- --	**	**	X	ANTITANK OBSTACLES
2.X.3.1.3.1	G	*	M	*	OA D- --	**	**	X	ANTITANK DITCH
2.X.3.1.3.1.1	G	*	M	*	OA DU --	**	**	X	UNDER CONSTRUCTION
2.X.3.1.3.1.2	G	*	M	*	OA DC --	**	**	X	COMPLETE
2.X.3.1.3.2	G	*	M	*	OA R- --	**	**	X	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
2.X.3.1.3.3	G	*	M	*	OA O- --	**	**	X	ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES
2.X.3.1.3.3.1	G	*	M	*	OA OF --	**	**	X	FIXED AND PREFABRICATED
2.X.3.1.3.3.2	G	*	M	*	OA OM --	**	**	X	MOVEABLE
2.X.3.1.3.3.3	G	*	M	*	OA OP --	**	**	X	MOVEABLE AND PREFABRICATED
2.X.3.1.3.4	G	*	M	*	OA W- --	**	**	X	ANTITANK WALL
2.X.3.1.4	G	*	M	*	OB -- --	**	**	X	BOOBY TRAP
2.X.3.1.5	G	*	M	*	OM -- --	**	**	X	MINES

APPENDIX B

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	C O D E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.3.1.5.1	G	*	M	*	OM U- --	**	**	X	UNSPECIFIED MINE
2.X.3.1.5.2	G	*	M	*	OM T- --	**	**	X	ANTITANK MINE (AT)
2.X.3.1.5.3	G	*	M	*	OM D- --	**	**	X	ANTITANK MINE WITH ANTIHANDLING DEVICE
2.X.3.1.5.4	G	*	M	*	OM E- --	**	**	X	ANTITANK MINE (DIRECTIONAL)
2.X.3.1.5.5	G	*	M	*	OM P- --	**	**	X	ANTIPERSONNEL (AP) MINES
2.X.3.1.5.6	G	*	M	*	OM W- --	**	**	X	WIDE AREA MINES
2.X.3.1.5.7	G	*	M	*	OM C- --	**	**	X	MINE CLUSTER
2.X.3.1.6	G	*	M	*	OF -- --	**	**	X	MINEFIELDS
2.X.3.1.6.1	G	*	M	*	OF S- --	**	**	X	STATIC DEPICTION
2.X.3.1.6.2	G	*	M	*	OF D- --	**	**	X	DYNAMIC DEPICTION
2.X.3.1.6.3	G	*	M	*	OF G- --	**	**	X	GAP
2.X.3.1.6.4	G	*	M	*	OF A- --	**	**	X	MINED AREA
2.X.3.1.7	G	*	M	*	OE -- --	**	**	X	OBSTACLE EFFECT
2.X.3.1.7.1	G	*	M	*	OE B- --	**	**	X	BLOCK
2.X.3.1.7.2	G	*	M	*	OE F- --	**	**	X	FIX
2.X.3.1.7.3	G	*	M	*	OE T- --	**	**	X	TURN
2.X.3.1.7.4	G	*	M	*	OE D- --	**	**	X	DISRUPT
2.X.3.1.8	G	*	M	*	OU -- --	**	**	X	UNEXPLODED ORDINANCE AREA (UXO)
2.X.3.1.9	G	*	M	*	OR -- --	**	**	X	ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
2.X.3.1.9.1	G	*	M	*	OR P- --	**	**	X	PLANNED
2.X.3.1.9.2	G	*	M	*	OR S- --	**	**	X	EXPLOSIVES, STATE OF READINESS 1 (SAFE)
2.X.3.1.9.3	G	*	M	*	OR A- --	**	**	X	EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE)
2.X.3.1.9.4	G	*	M	*	OR C- --	**	**	X	ROADBLOCK COMPLETE (EXECUTED)
2.X.3.1.10	G	*	M	*	OT -- --	**	**	X	TRIP WIRE
2.X.3.2.1.11	G	*	M	*	OW -- --	**	**	X	WIRE OBSTACLE
2.X.3.1.11.1	G	H	M	*	OW U- --	**	**	X	UNSPECIFIED
2.X.3.1.11.2	G	H	M	*	OW S- --	**	**	X	SINGLE FENCE
2.X.3.1.11.3	G	F	M	*	OW D- --	**	**	X	DOUBLE FENCE
2.X.3.1.11.4	G	*	M	*	OW A- --	**	**	X	DOUBLE APRON FENCE
2.X.3.1.11.5	G	*	M	*	OW L- --	**	**	X	LOW WIRE FENCE
2.X.3.1.11.6	G	*	M	*	OW H- --	**	**	X	HIGH WIRE FENCE
2.X.3.1.11.7	G	*	M	*	OW C- --	**	**	X	CONCERTINA
2.X.3.1.11.7.1	G	*	M	*	OW CS --	**	**	X	SINGLE CONCERTINA
2.X.3.1.11.7.2	G	*	M	*	OW CD --	**	**	X	DOUBLE STRAND CONCERTINA
2.X.3.1.11.7.3	G	*	M	*	OW CT --	**	**	X	TRIPLE STRAND CONCERTINA
2.X.3.2	G	*	M	*	B- -- --	**	**	X	OBSTACLE BYPASS
2.X.3.2.1	G	*	M	*	BD -- --	**	**	X	OBSTACLE BYPASS DIFFICULTY
2.X.3.2.1.1	G	*	M	*	BD E- --	**	**	X	BYPASS EASY
2.X.3.2.1.2	G	*	M	*	BD D- --	**	**	X	BYPASS DIFFICULT

APPENDIX B

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.3.2.1.3	G	*	M	*	BD I- --	**	**	X	BYPASS IMPOSSIBLE
2.X.3.2.2	G	*	M	*	BC -- --	**	**	X	CROSSING SITE/WATER CROSSING
2.X.3.2.2.1	G	*	M	*	BC A- --	**	**	X	ASSAULT CROSSING AREA
2.X.3.2.2.2	G	*	M	*	BC B- --	**	**	X	BRIDGE OR GAP
2.X.3.2.2.3	G	*	M	*	BC F- --	**	**	X	FERRY
2.X.3.2.2.4	G	*	M	*	BC E- --	**	**	X	FORD EASY
2.X.3.2.2.5	G	*	M	*	BC D- --	**	**	X	FORD DIFFICULT
2.X.3.2.2.6	G	*	M	*	BC L- --	**	**	X	LANE
2.X.3.2.2.7	G	*	M	*	BC R- --	**	**	X	RAFT SITE
2.X.3.2.2.8	G	*	M	*	BC P- --	**	**	X	ENGINEER REGULATING POINT
2.X.3.3	G	*	M	*	S- -- --	**	**	X	SURVIVABILITY
2.X.3.3.1	G	*	M	*	SE -- --	**	**	X	EARTHWORK, SMALL TRENCH OR FORTIFICATION
2.X.3.3.2	G	*	M	*	SF -- --	**	**	X	FORT
2.X.3.3.3	G	*	M	*	SL -- --	**	**	X	FORTIFIED LINE
2.X.3.3.4	G	*	M	*	SW -- --	**	**	X	FOXHOLE, EMPLACEMENT OR WEAPON SITE
2.X.3.3.5	G	*	M	*	SP -- --	**	**	X	STRONG POINT
2.X.3.3.6	G	*	M	*	SS -- --	**	**	X	SURFACE SHELTER
2.X.3.3.7	G	*	M	*	SU -- --	**	**	X	UNDERGROUND SHELTER
2.X.3.4	G	*	M	*	N- -- --	**	**	X	NUCLEAR, BIOLOGICAL AND CHEMICAL
2.X.3.4.1	G	*	M	*	NM -- --	**	**	X	MINIMUM SAFE DISTANCE ZONES
2.X.3.4.2	G	*	M	*	NZ -- --	**	**	X	NUCLEAR DETINATIONS GROUND ZERO
2.X.3.4.3	G	*	M	*	NF -- --	**	**	X	FALLOUT PRODUCING
2.X.3.4.4	G	*	M	*	NR -- --	**	**	X	RADIOACTIVE AREA
2.X.3.4.5	G	*	M	*	NB -- --	**	**	X	BIOLOGICALLY CONTAMINATED AREA
2.X.3.4.6	G	*	M	*	NC -- --	**	**	X	CHEMICALLY CONTAMINATED AREA
2.X.3.4.7	G	*	M	*	NE -- --	**	**	X	RELEASE EVENTS
2.X.3.4.7.1	G	*	M	*	NE B- --	**	**	X	BIOLOGICAL
2.X.3.4.7.2	G	*	M	*	NE C- --	**	**	X	CHEMICAL
2.X.3.4.8	G	*	M	*	ND -- --	**	**	X	DECONTAMINATION (DECON) POINTS
2.X.3.4.8.1	G	*	M	*	ND P- --	**	**	X	DECON SITE/POINT (UNSPECIFIED)
2.X.3.4.8.2	G	*	M	*	ND A- --	**	**	X	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
2.X.3.4.8.3	G	*	M	*	ND T- --	**	**	X	DECON SITE/POINT (TROOPS)
2.X.3.4.8.4	G	*	M	*	ND E- --	**	**	X	DECON SITE/POINT (EQUIPMENT)
2.X.3.4.8.5	G	*	M	*	ND B- --	**	**	X	DECON SITE/POINT (EQUIPMENT AND TROOPS)
2.X.3.4.8.6	G	*	M	*	ND O- --	**	**	X	DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
2.X.3.4.8.7	G	*	M	*	ND D- --	**	**	X	DECON SITE/POINT (THOROUGH DECONTAMINATION)
2.X.3.4.9	G	*	M	*	NL -- --	**	**	X	DOSE RATE CONTOUR LINES
2.X.4	G	*	F	*	-- -- --	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P- -- --	**	**	X	POINT

APPENDIX B

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	C O D E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.4.1.1	G	*	F	*	PT -- --	**	**	X	TARGET
2.X.4.1.1.1	G	*	F	*	PT S- --	**	**	X	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT N- --	**	**	X	NUCLEAR TARGET
2.X.4.1.1.3	G	*	F	*	PT C- --	**	**	X	CIRCULAR TARGET
2.X.4.1.1.4	G	*	F	*	PT R- --	**	**	X	RECTANGULAR TARGET
2.X.4.1.2	G	*	F	*	PS -- --	**	**	X	FIRE SUPPORT STATION
2.X.4.2	G	*	F	*	L- -- --	**	**	X	LINES
2.X.4.2.1	G	*	F	*	LF -- --	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2	G	*	F	*	LC -- --	**	**	X	COORDINATED FIRE LINE (CFL)
2.X.4.2.3	G	*	F	*	LN -- --	**	**	X	NO-FIRE LINE (NFL)
2.X.4.2.4	G	*	F	*	LR -- --	**	**	X	RESTRICTIVE FIRE LINE (RFL)
2.X.4.2.5	G	*	F	*	LL -- --	**	**	X	LINEAR TARGET
2.X.4.2.6	G	*	F	*	LP -- --	**	**	X	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.7	G	*	F	*	LS -- --	**	**	X	LINEAR SMOKE TARGET
2.X.4.3	G	*	F	*	A- -- --	**	**	X	AREAS
2.X.4.3.1	G	*	F	*	AA -- --	**	**	X	FIRE SUPPORT AREA (FSA)
2.X.4.3.2	G	*	F	*	AC -- --	**	**	X	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.3	G	*	F	*	AT -- --	**	**	X	AREA TARGET
2.X.4.3.4	G	*	F	*	AK -- --	**	**	X	SMOKE
2.X.4.3.5	G	*	F	*	AS -- --	**	**	X	SERIES OR GROUP OF TARGETS
2.X.4.3.6	G	*	F	*	AB -- --	**	**	X	BOMB AREA
2.X.4.3.7	G	*	F	*	AF -- --	**	**	X	FREE FIRE AREA (FFA)
2.X.4.3.8	G	*	F	*	AN -- --	**	**	X	NO-FIRE AREA (NFA)
2.X.4.3.9	G	*	F	*	AR -- --	**	**	X	RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.10	G	*	F	*	AP -- --	**	**	X	POSITION AREA FOR ARTILLERY (PAA)
2.X.5	G	*	S	*	-- -- --	**	**	X	COMBAT SERVICE SUPPORT
2.X.5.1	G	*	S	*	P- -- --	**	**	X	POINTS
2.X.5.1.1	G	*	S	*	PX -- --	**	**	X	AMBULANCE EXCHANGE POINT
2.X.5.1.2	G	*	S	*	PC -- --	**	**	X	CANNIBALIZATION POINT
2.X.5.1.3	G	*	S	*	PY -- --	**	**	X	CASUALTY COLLECTION POINT
2.X.5.1.4	G	*	S	*	PT -- --	**	**	X	CIVILIAN COLLECTION POINT
2.X.5.1.5	G	*	S	*	PD -- --	**	**	X	DETAINEE COLLECTION POINT
2.X.5.1.6	G	*	S	*	PE -- --	**	**	X	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT
2.X.5.1.7	G	*	S	*	PL -- --	**	**	X	LOGISTICS RELEASE POINT (LRP)
2.X.5.1.8	G	*	S	*	PM -- --	**	**	X	MAINTENANCE COLLECTION POINT
2.X.5.1.9	G	*	S	*	PR -- --	**	**	X	REARM, REFUEL AND RESUPPLY POINT
2.X.5.1.10	G	*	S	*	PU -- --	**	**	X	REFUEL ON THE MOVE (ROM) POINT
2.X.5.1.11	G	*	S	*	PO -- --	**	**	X	TRAFFIC CONTROL POST (TCP)
2.X.5.1.12	G	*	S	*	PI -- --	**	**	X	TRAILER TRANSFER POINT
2.X.5.1.13	G	*	S	*	PN -- --	**	**	X	UNIT MAINTENANCE COLLECTION POINT

APPENDIX B

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	C O D E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.5.1.14	G	*	S	*	PS -- --	**	**	X	SUPPLY POINTS
2.X.5.1.14.1	G	*	S	*	PS Z- --	**	**	X	GENERAL
2.X.5.1.14.2	G	*	S	*	PS A- --	**	**	X	CLASS I
2.X.5.1.14.3	G	*	S	*	PS B- --	**	**	X	CLASS II
2.X.5.1.14.4	G	*	S	*	PS C- --	**	**	X	CLASS III
2.X.5.1.14.5	G	*	S	*	PS D- --	**	**	X	CLASS IV
2.X.5.1.14.6	G	*	S	*	PS E- --	**	**	X	CLASS V
2.X.5.1.14.7	G	*	S	*	PS F- --	**	**	X	CLASS VI
2.X.5.1.14.8	G	*	S	*	PS G- --	**	**	X	CLASS VII
2.X.5.1.14.9	G	*	S	*	PS H- --	**	**	X	CLASS VIII
2.X.5.1.14.10	G	*	S	*	PS I- --	**	**	X	CLASS IX
2.X.5.1.14.11	G	*	S	*	PS J- --	**	**	X	CLASS X
2.X.5.1.15	G	*	S	*	PA -- --	**	**	X	AMMUNITION POINTS
2.X.5.1.15.1	G	*	S	*	PA S- --	**	**	X	AMMUNITION SUPPLY POINT (ASP)
2.X.5.1.15.2	G	*	S	*	PA T- --	**	**	X	AMMUNITION TRANSFER POINT (ATP)
2.X.5.2	G	*	S	*	L- -- --	**	**	X	LINE
2.X.5.2.1	G	*	S	*	LC -- --	**	**	X	CONVOYS
2.X.5.2.1.1	G	*	S	*	LC M- --	**	**	X	MOVING CONVOY
2.X.5.2.1.2	G	*	S	*	LC H- --	**	**	X	HALTED CONVOY
2.X.5.2.2	G	*	S	*	LR -- --	**	**	X	SUPPLY ROUTES
2.X.5.2.2.1	G	*	S	*	LR M- --	**	**	X	MAIN SUPPLY ROUTE
2.X.5.2.2.2	G	*	S	*	LR A- --	**	**	X	ALTERNATE SUPPLY ROUTE
2.X.5.2.2.3	G	*	S	*	LR O- --	**	**	X	ONE-WAY TRAFFIC
2.X.5.2.2.4	G	*	S	*	LR T- --	**	**	X	ALTERNATING TRAFFIC
2.X.5.2.2.5	G	*	S	*	LR W- --	**	**	X	TWO-WAY TRAFFIC
2.X.5.3	G	*	S	*	A- -- --	**	**	X	AREA
2.X.5.3.1	G	*	S	*	AD -- --	**	**	X	DETAINEE HOLDING AREA
2.X.5.3.2	G	*	S	*	AE -- --	**	**	X	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
2.X.5.3.3	G	*	S	*	AR -- --	**	**	X	FORWARD ARMING AND REFUELING AREA (FARP)
2.X.5.3.4	G	*	S	*	AH -- --	**	**	X	REFUGEE HOLDING AREA
2.X.5.3.5	G	*	S	*	AS -- --	**	**	X	SUPPORT AREAS
2.X.5.3.5.1	G	*	S	*	AS B- --	**	**	X	BRIGADE (BSA)
2.X.5.3.5.2	G	*	S	*	AS D- --	**	**	X	DIVISION (DSA)
2.X.5.3.5.3	G	*	S	*	AS R- --	**	**	X	REGIMENTAL (RSA)
2.X.6	G	*	O	*	-- -- --	**	**	X	OTHER
2.X.6.1	G	*	O	*	E- -- --	**	**	X	EMERGENCY
2.X.6.1.1	G	*	O	*	ED -- --	**	**	X	DITCHED AIRCRAFT
2.X.6.1.2	G	*	O	*	EP -- --	**	**	X	PERSON IN WATER
2.X.6.1.3	G	*	O	*	EV -- --	**	**	X	DISTRESSED VESSEL
2.X.6.2	G	*	O	*	H- -- --	**	**	X	HAZARD

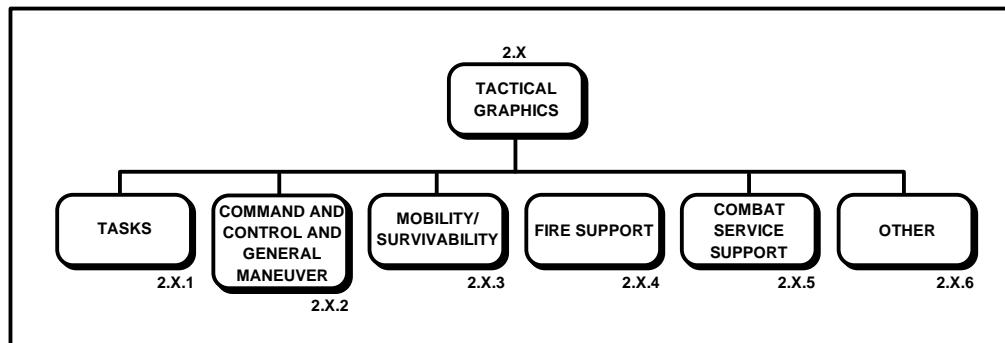
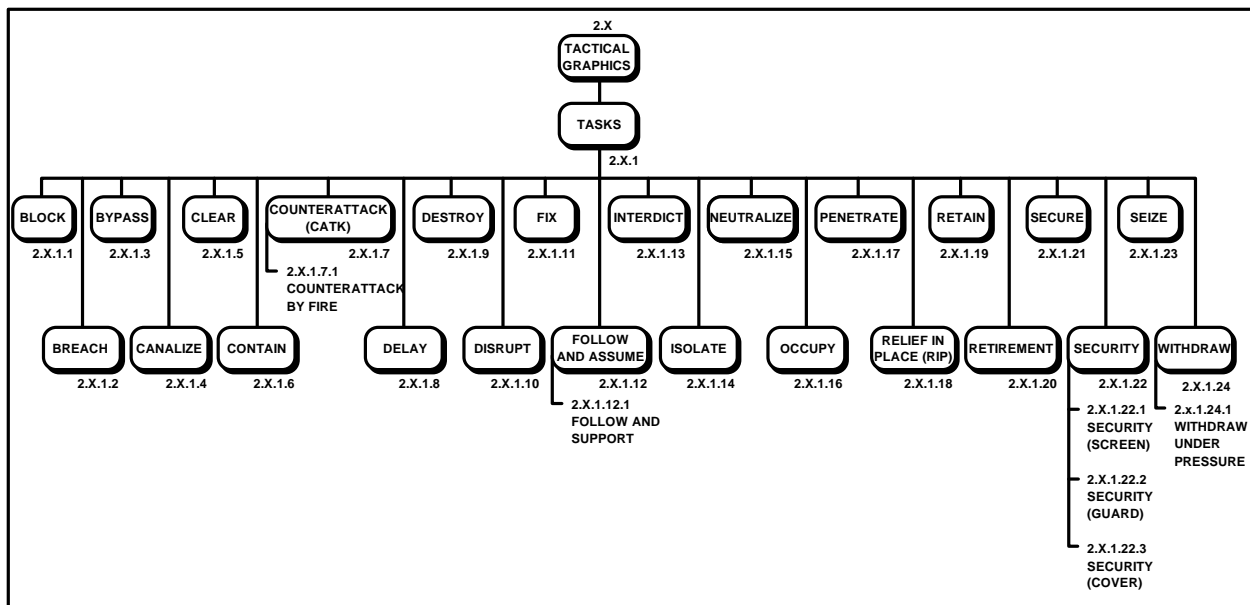
APPENDIX B

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	C O D E	A F F I L I A T I O N	C A T E G O R Y	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.6.2.1	G	*	O	*	HM -- --	**	**	X	SEA MINE-LIKE
2.X.6.2.2	G	*	O	*	HN -- --	**	**	X	NAVIGATIONAL
2.X.6.2.3	G	*	O	*	HI -- --	**	**	X	ICEBERG
2.X.6.2.4	G	*	O	*	HO -- --	**	**	X	OIL RIG
2.X.6.3	G	*	O	*	S- -- --	**	**	X	SEA SUBSURFACE RETURNS
2.X.6.3.1	G	*	O	*	SB -- --	**	**	X	BOTTOM RETURN/NOMBO
2.X.6.3.1.1	G	*	O	*	SB M- --	**	**	X	INSTALLATION/MANMADE
2.X.6.3.1.2	G	*	O	*	SB N- --	**	**	X	SEABED ROCK/STONE, OBSTACLE, OTHER
2.X.6.3.1.3	G	*	O	*	SB W- --	**	**	X	WRECK
2.X.6.3.2	G	*	O	*	SM -- --	**	**	X	MARINE LIFE
2.X.6.3.3	G	*	O	*	SS -- --	**	**	X	SEA ANOMALY (WAKE, CURRENT, KNUCKLE)
2.X.6.4	G	*	O	*	B- -- --	**	**	X	BEARING LINE
2.X.6.4.1	G	*	O	*	BE -- --	**	**	X	ELECTRONIC
2.X.6.4.2	G	*	O	*	BA -- --	**	**	X	ACOUSTIC
2.X.6.4.3	G	*	O	*	BT -- --	**	**	X	TORPEDO
2.X.6.4.4	G	*	O	*	BO -- --	**	**	X	ELECTRO-OPTICAL INTERCEPT
2.X.6.5	G	*	O	*	F- -- --	**	**	X	FIX
2.X.6.5.1	G	*	O	*	FA -- --	**	**	X	ACOUSTIC
2.X.6.5.2	G	*	O	*	FE -- --	**	**	X	ELECTRO-MAGNETIC
2.X.6.5.3	G	*	O	*	FO -- --	**	**	X	ELECTRO-OPTICAL

APPENDIX B

B.5.3 Symbology hierarchy. The flowcharts illustrating the symbology hierarchy for C² Symbology: Military Operations are broken down to show individual branches of the hierarchy. Each branch—tasks, C² and general maneuver, mobility/survivability, fire support, combat service support, and other—is graphically represented to its lowest level.

FIGURE B-1. Tactical graphics.FIGURE B-2. Tasks.

APPENDIX B

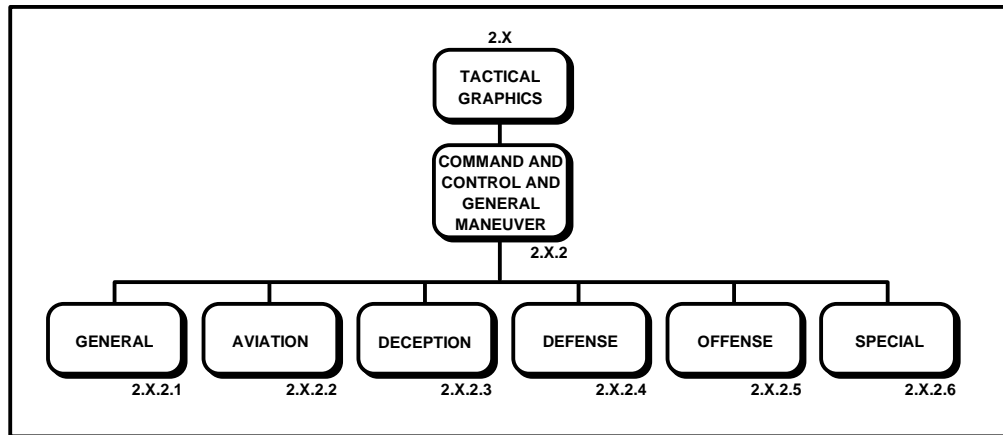


FIGURE B-3. Command and control and general maneuver.

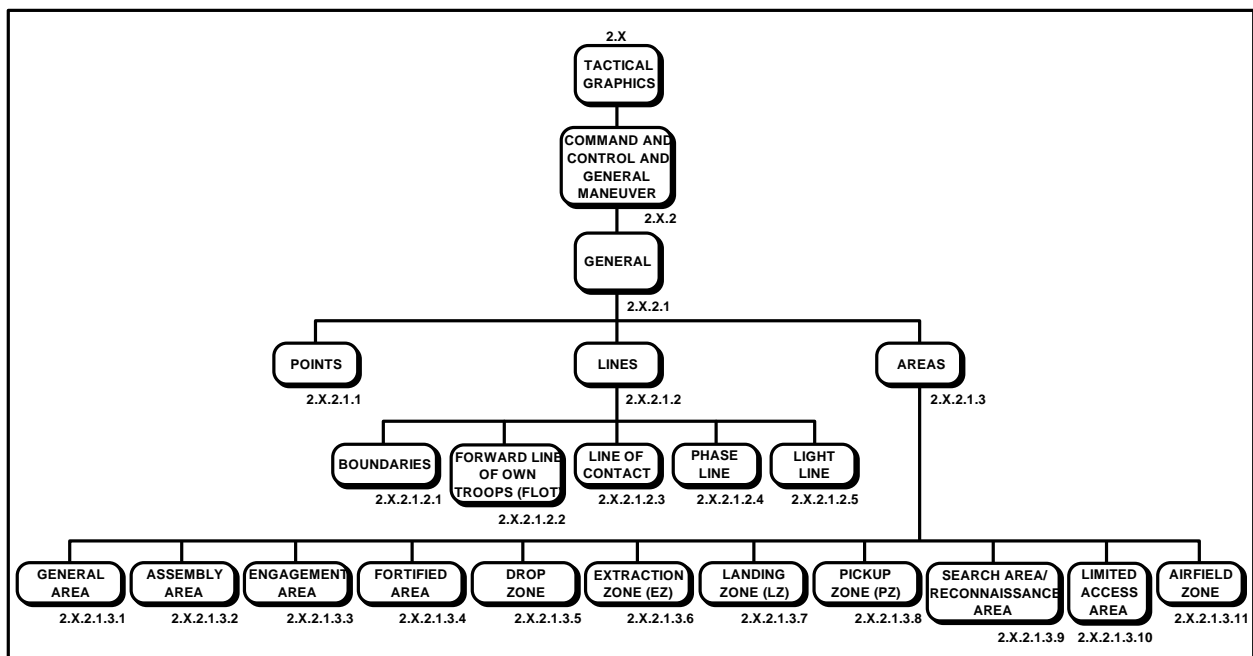
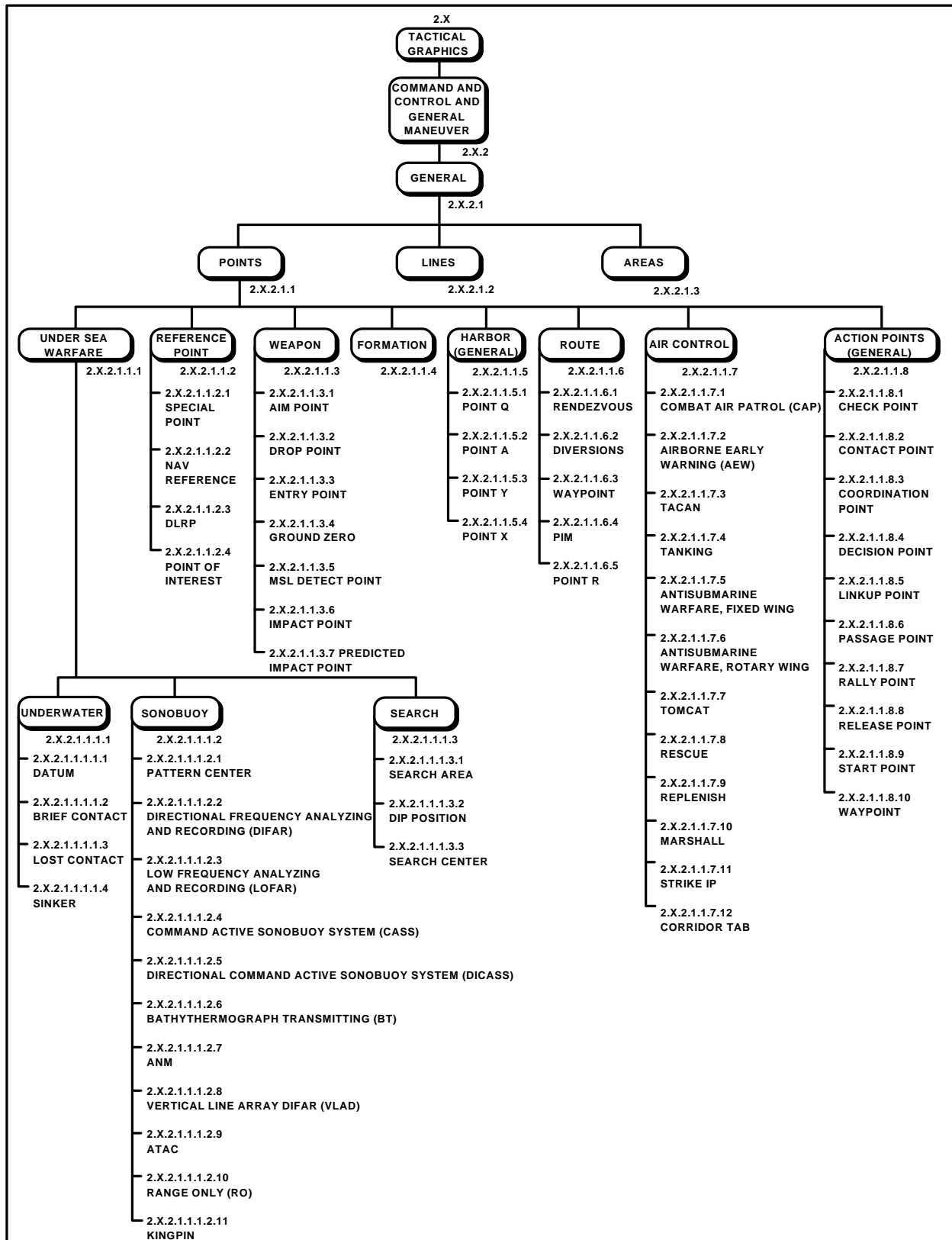


FIGURE B-4. General.

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FIGURE B-5. Points,

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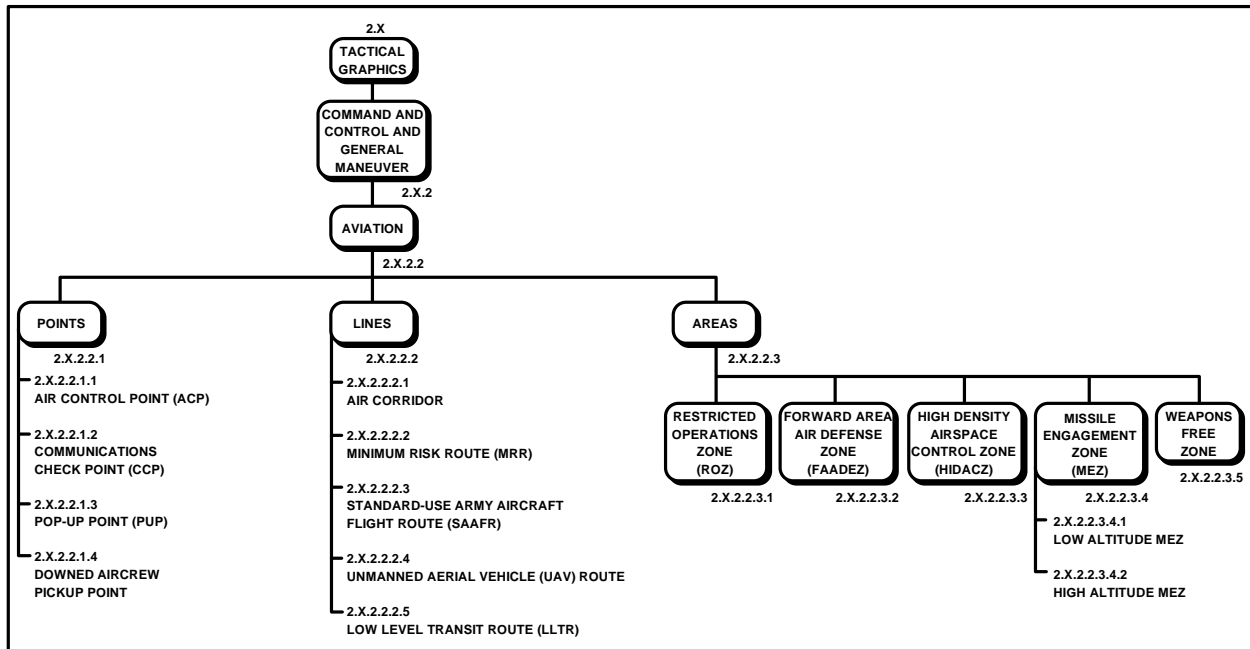


FIGURE B-6. Aviation.

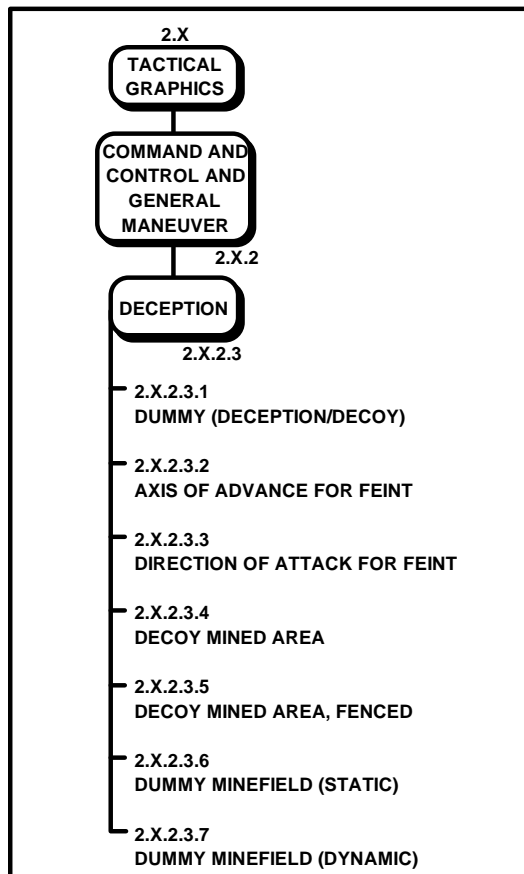
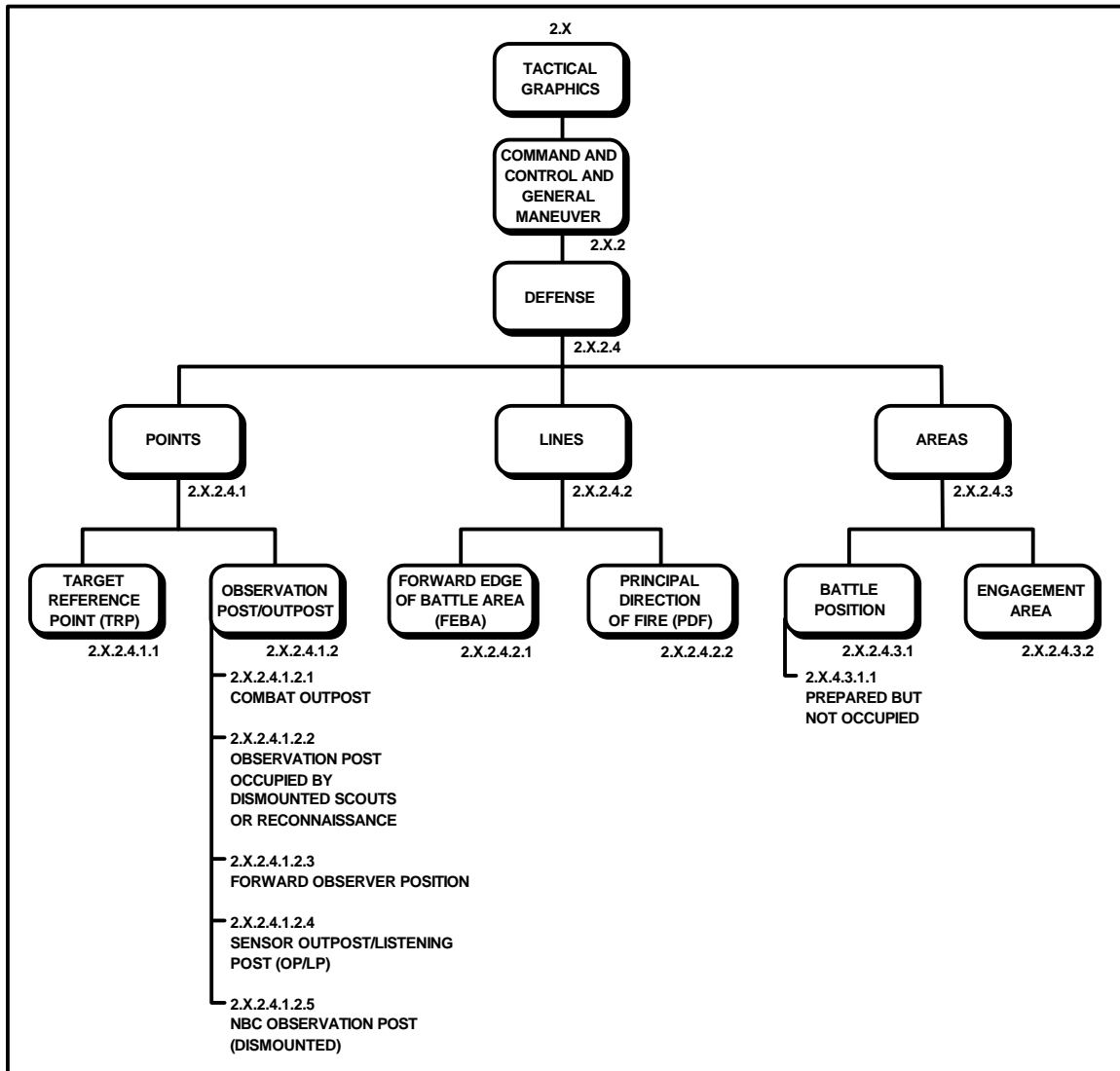
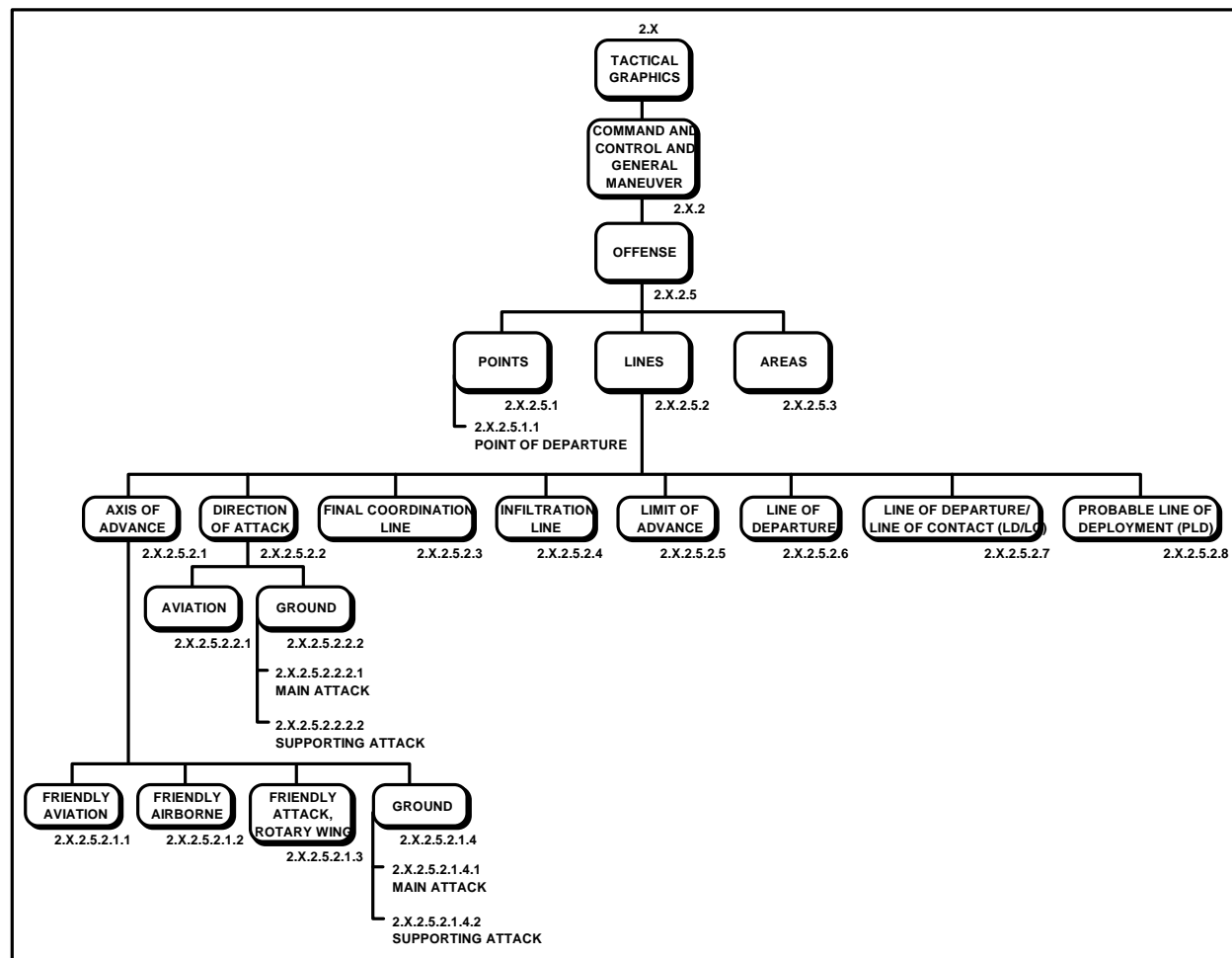


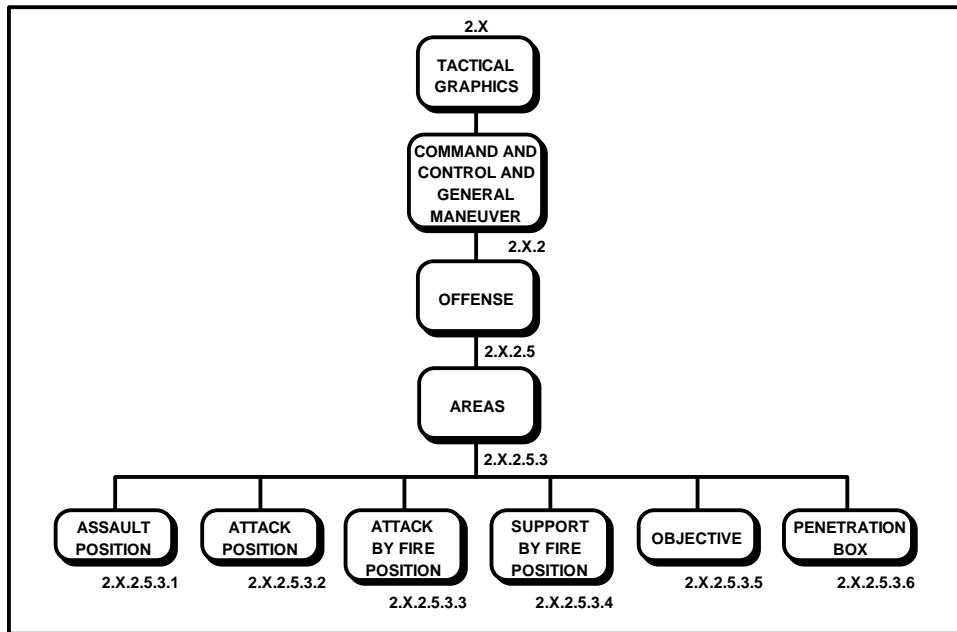
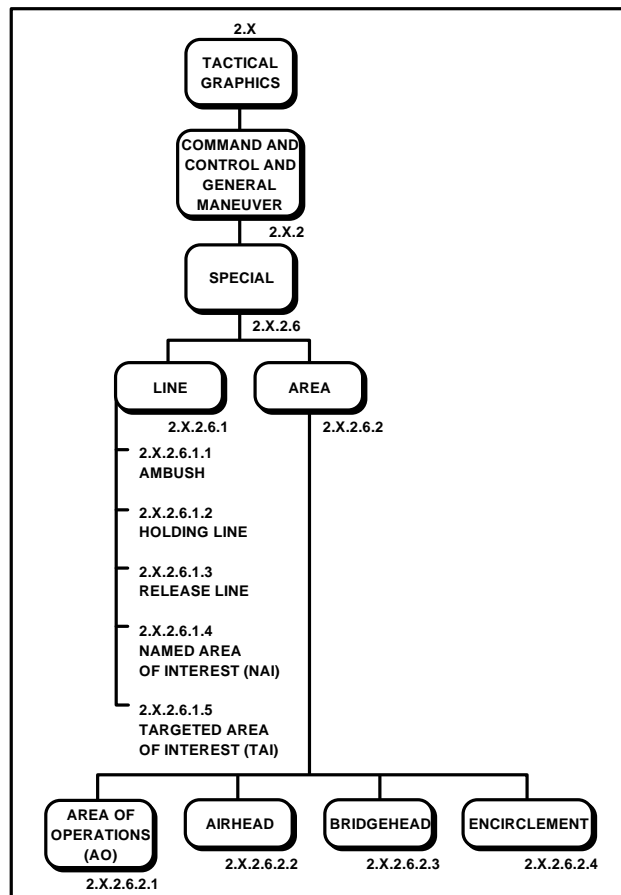
FIGURE B-7. Deception.

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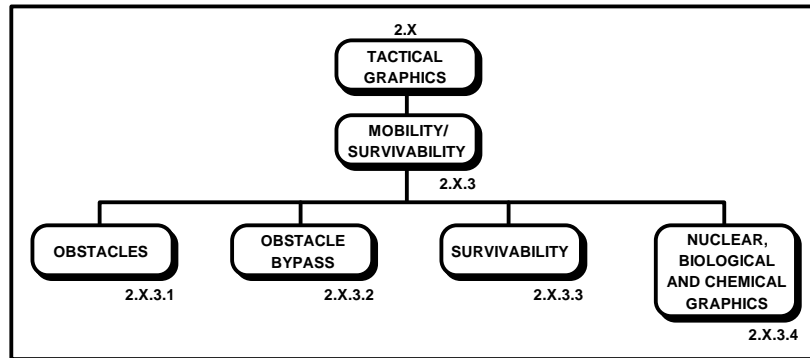
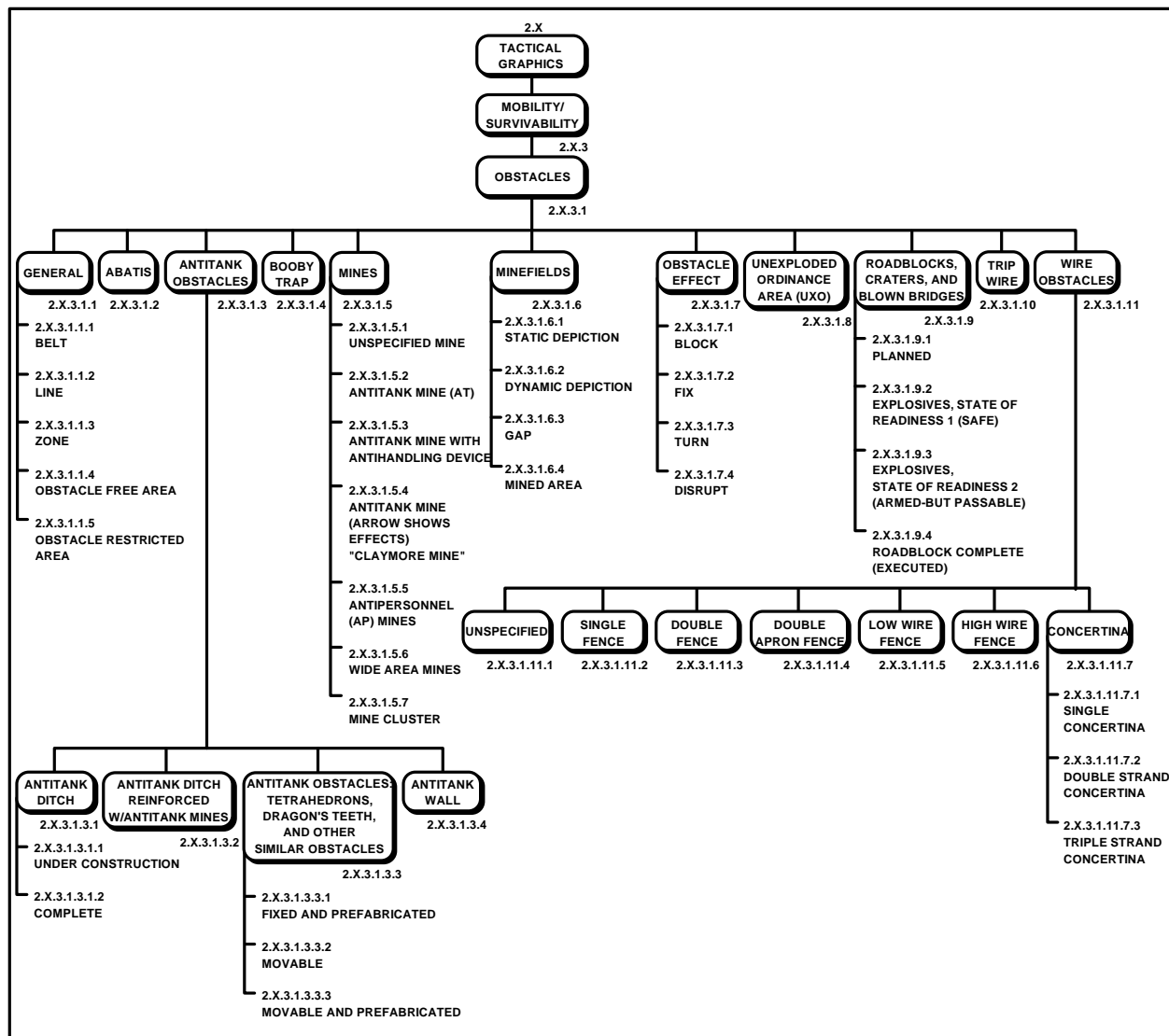
FIGURE B-8. Offense.



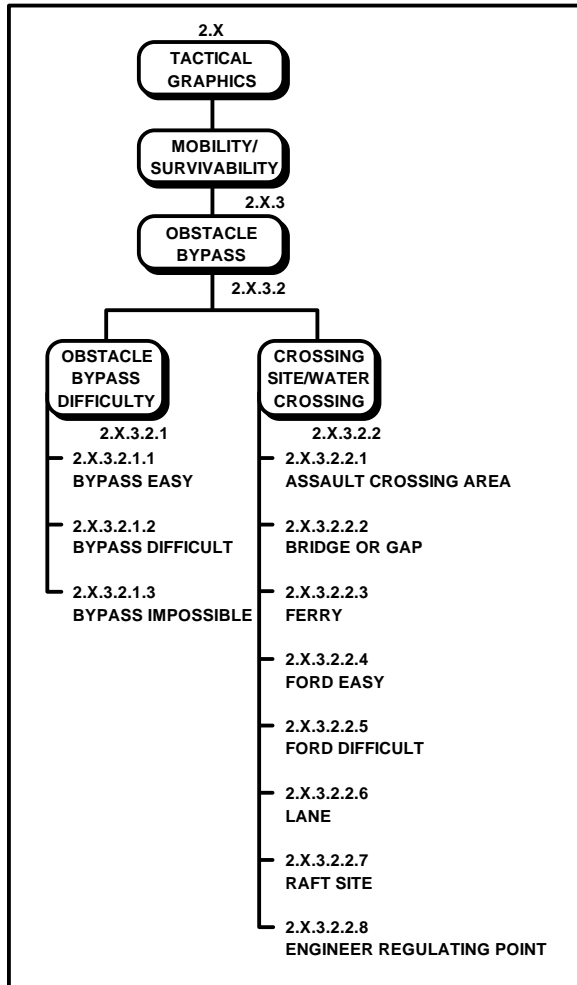
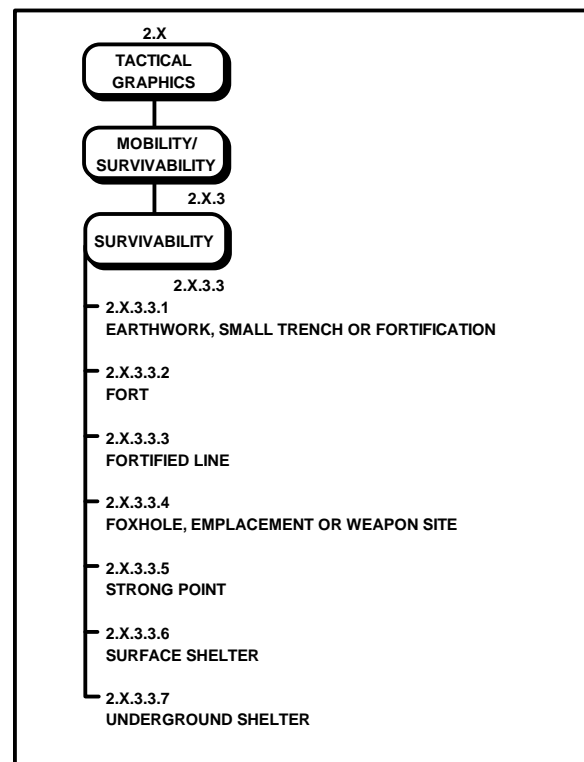
APPENDIX B

FIGURE B-10. Areas.FIGURE B-11. Special.

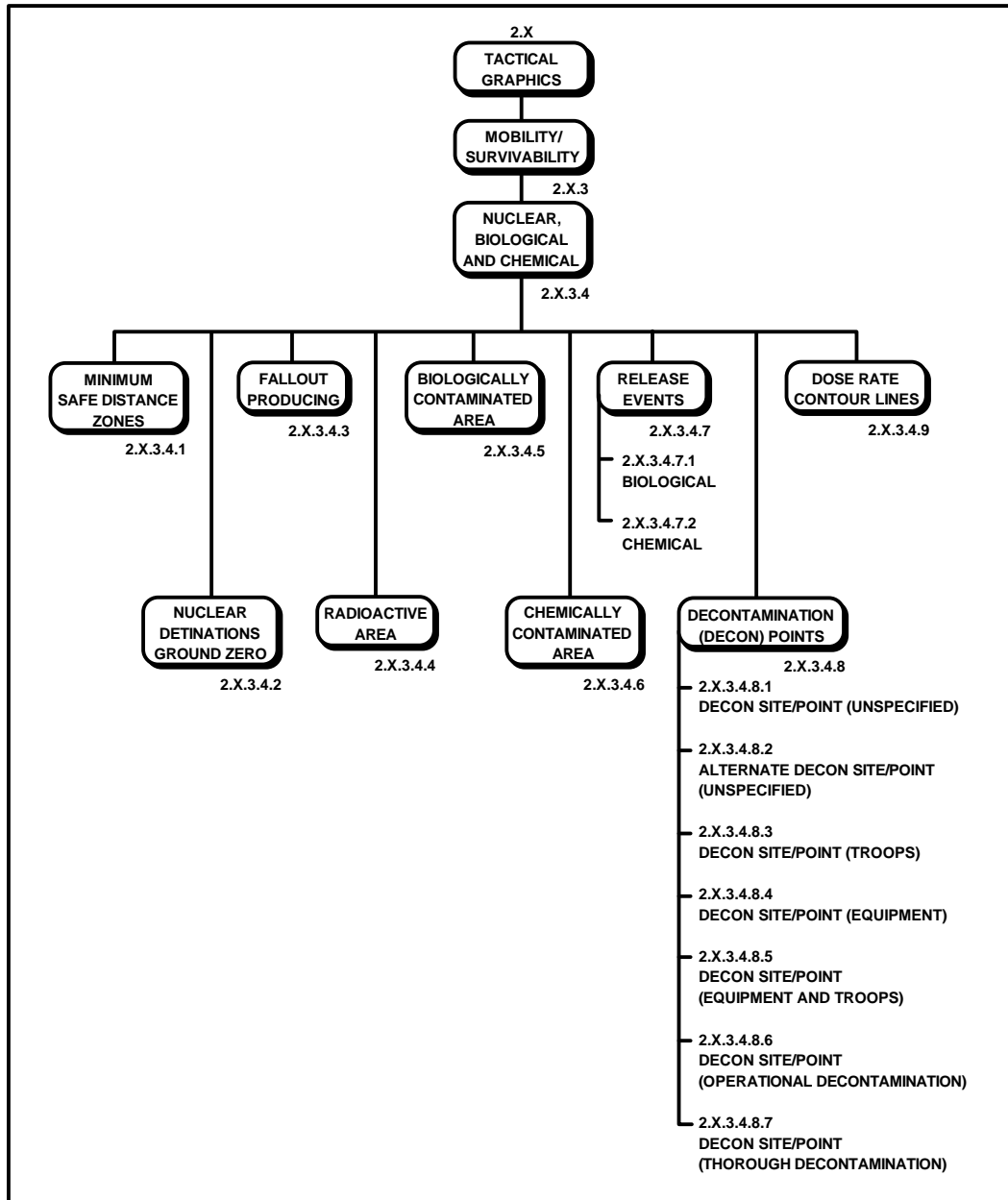
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FIGURE B-12. Mobility/survivability.FIGURE B-13. Obstacles.

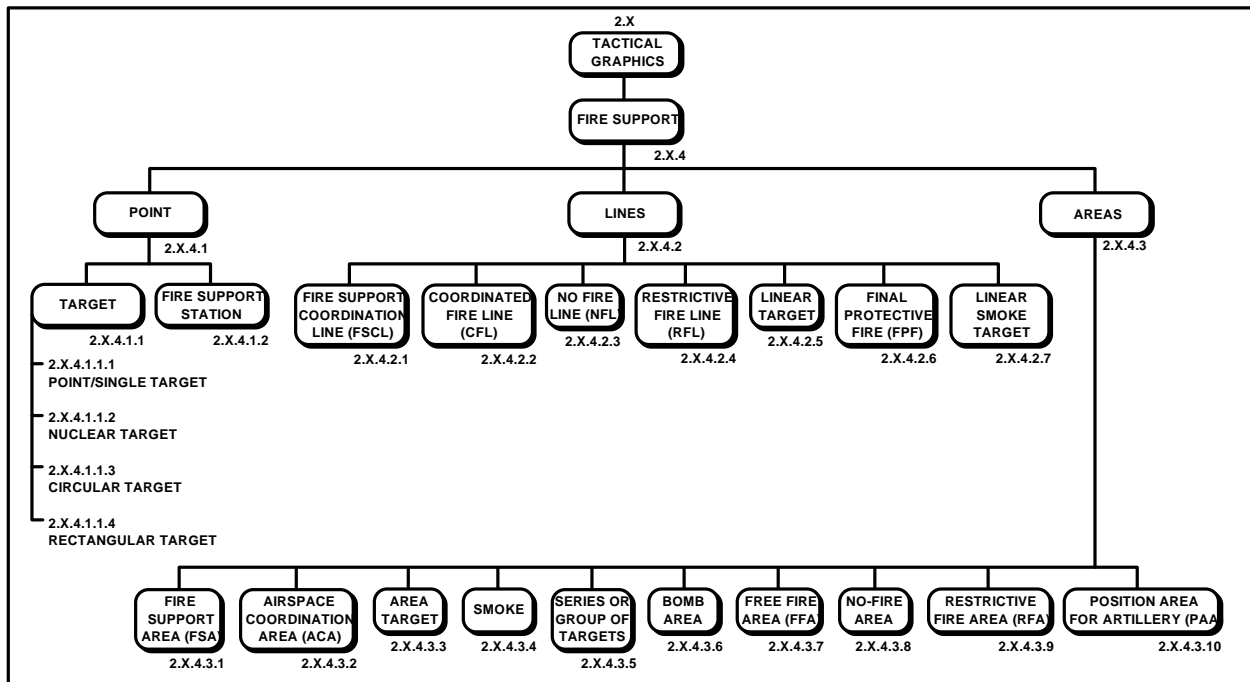
APPENDIX B

FIGURE B-14. Obstacle bypass.FIGURE B-15. Survivability.

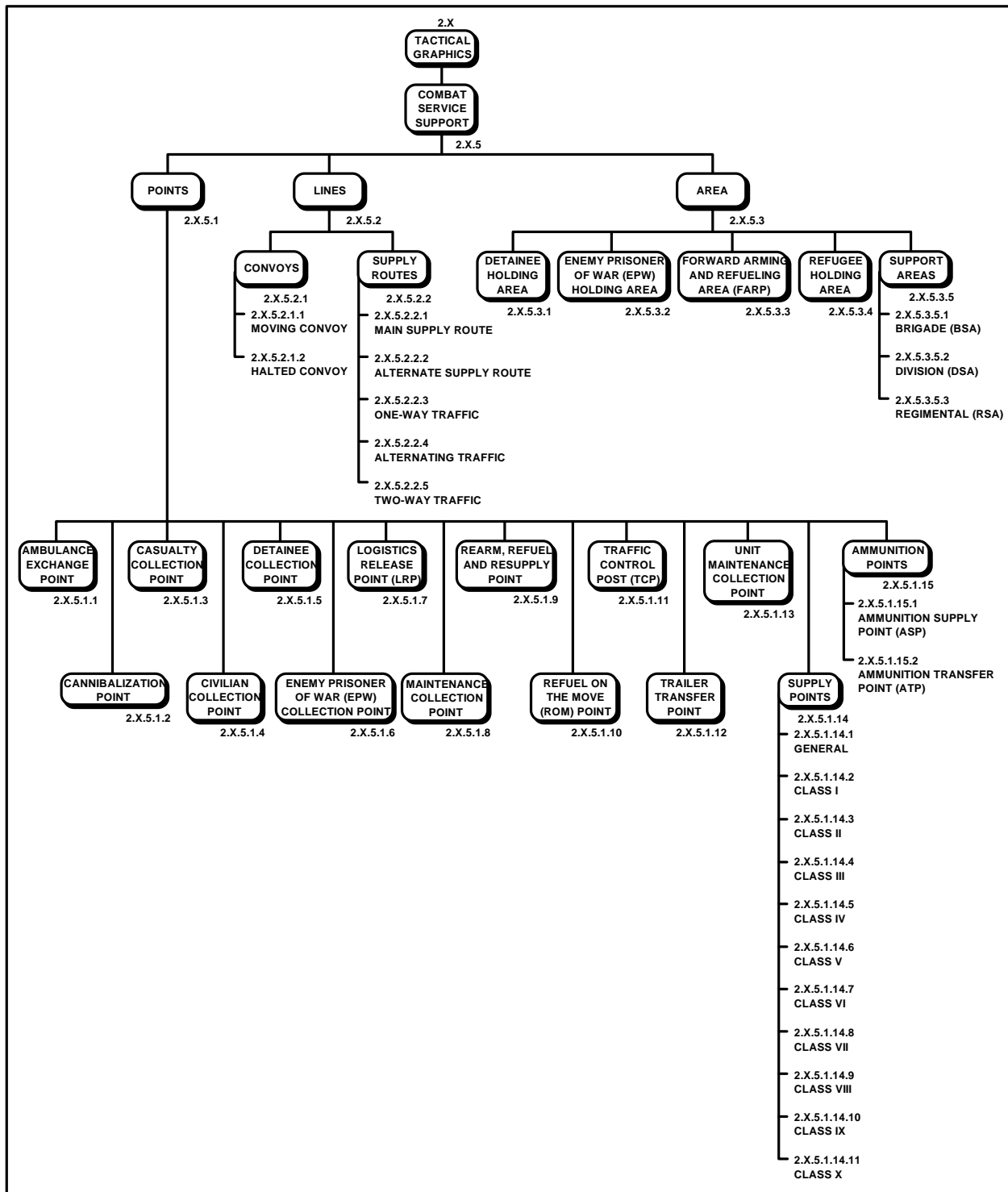
APPENDIX B

FIGURE B-16. Nuclear, biological and chemical.

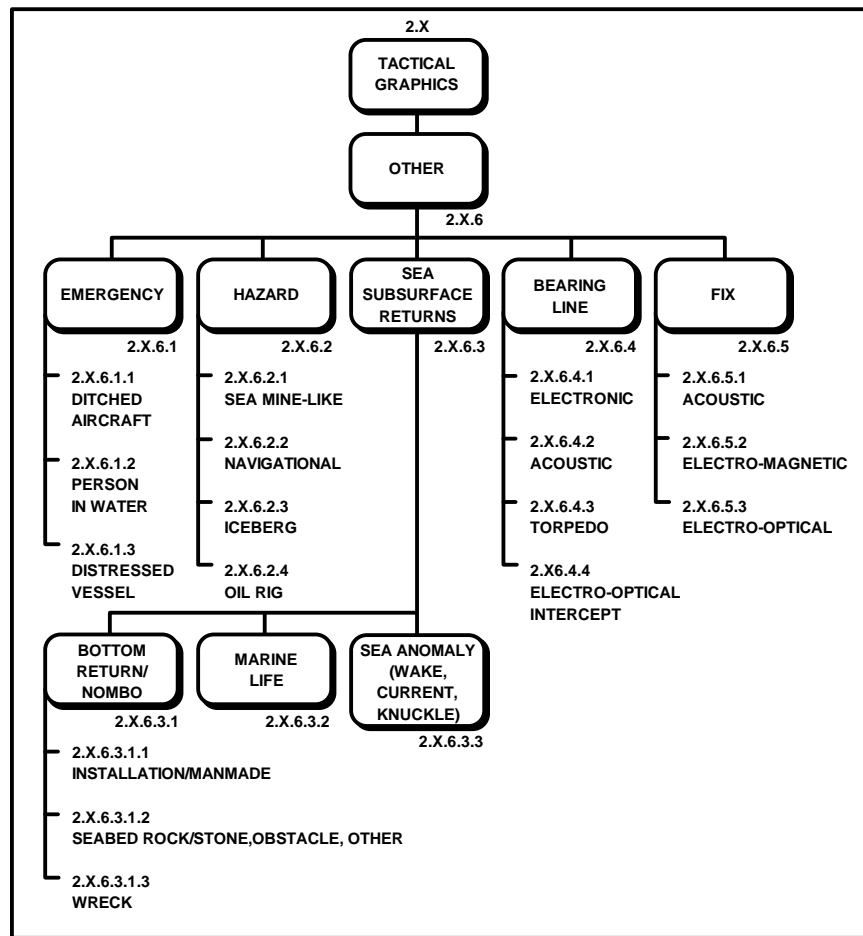
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FIGURE B-17. Fire support.

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FIGURE B-18. Combat service support.

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FIGURE B-19. Other.

B.5.4 Symbology set. Table B-IV provides a graphic representation of each approved tactical graphic in the C² Symbology: Military Operations set. In the following table, the Description column provides a concise description of each tactical graphic using operational terminology. The Static/Dynamic column indicates whether the tactical graphic's size is fixed or changes in proportion with the background projection. The Hierarchy/SYM ID column presents the information hierarchy (taxonomy) number and the 15-character alphanumeric identifier necessary for automated systems to create each specific graphic. As indicated previously, an asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

APPENDIX B

TABLE B-IV. C² Symbolology: Military Operations set.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TACTICAL GRAPHICS <u>Implementation Instructions</u> 1. Unless otherwise noted, tactical graphics whose orientations depend on enemy location are orientated as if the enemy were located to the right side of the page. 2. Unless otherwise noted, all parameters are required. Required parameters must be entered by the system operator to complete the creation of the graphic. Optional parameters are entered only as needed by the system operator.	N/A	2.X	
TASKS	N/A	2.X.1	
TASKS BLOCK <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the endpoint of the graphic's horizontal line. 2. Size/Shape. Points 1 and 2 determine the length of the vertical line. Points 2 and 3 determine the length of the horizontal line, which will project perpendicularly from the midpoint of the vertical line. 3. Orientation. The head of the "T" typically faces enemy forces.	D	2.X.1.1	
		G*TPB-----***X	
		Example	

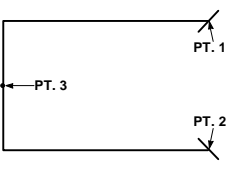
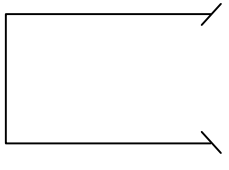
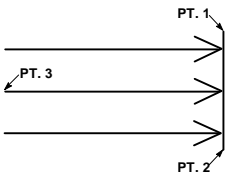
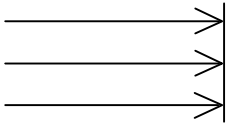
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TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS BREACH <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening. 3. Orientation. The opening defines the span of the breach and typically faces enemy forces.	D	2.X.1.2	
		G*TPH-----***X	
		Example	
TASKS BYPASS <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening. 3. Orientation. The opening typically faces enemy forces.	D	2.X.1.3	
		G*TPY-----***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
<p>TASKS CANALIZE</p> <p><u>Parameters</u></p> <p>1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening, and point 3 defines the rear of the graphic.</p> <p>2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening.</p> <p>3. Orientation. The opening typically faces enemy forces.</p>	D	2.X.1.4	
		G*TPC-----***X	
		Example	
<p>TASKS CLEAR</p> <p><u>Parameters</u></p> <p>1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line and point 3 defines the rear of the graphic.</p> <p>2. Size. Points 1 and 2 determine the graphic's height and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's height. The tip of the middle arrowhead will be at the midpoint of the vertical line.</p> <p>3. Orientation. The arrows typically point toward enemy forces.</p>	D	2.X.1.5	
		G*TPX-----***X	
		Example	

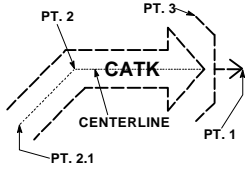
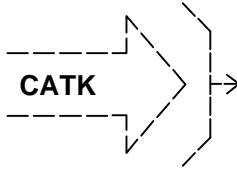
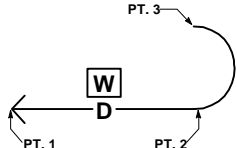
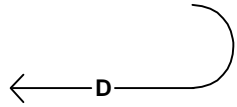
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS CONTAIN <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the semicircle's opening. Point 3 defines the end of the arrow. 2. Size/Shape. Points 1 and 2 determine the diameter of the semicircle and point 3 determines the length of the arrow. The tip of the arrowhead will be at the centerpoint of the semicircle's diameter, and will project perpendicularly from the line between points 1 and 2. 3. Orientation. The opening typically faces enemy forces.	D	2.X.1.6	
		G*TPJ-----***X	
		Example	
TASKS COUNTERATTACK (CATK) <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the graphic. Point 3 defines the back of the arrowhead and the width of the graphic's shaft. Additional points (2.1, 2.2,..., 2.n), may be added along the graphic's centerline to define bends in the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines the width. The width of the graphic's shaft shall remain constant if additional points (2.1, 2.2, ..., 2n) are defined along its centerline. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.1.7	
		G*TPK-----***X	
		Example	

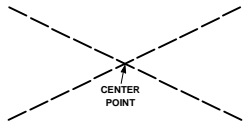
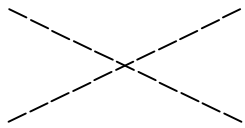
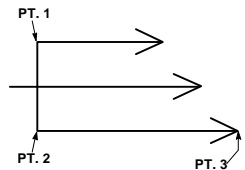
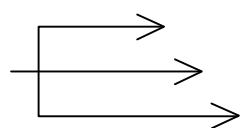
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS COUNTERATTACK (CATK) COUNTERATTACK BY FIRE <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Point 1 defines the location of the tip of the arrowhead. Point 2 defines the rear of the symbol. Points 1 and 2 form the center line of the arrow. Point 3 defines the back of the arrowhead. Additional points (2.1, 2.2,..., 2.n), may be added along the graphic's centerline to define bends in the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines the width. The width of the graphic's shaft shall remain constant if additional points (2.1, 2.2, ..., 2n) are defined along its centerline. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.1.7.1	
		G*TPKF-----***X	
		Example	
TASKS DELAY <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the end of the curve. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Points 2 and 3 determine the diameter of the curved portion of the symbol. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the curve.	D	2.X.1.8	
		G*TPL-----***X	
		Example	



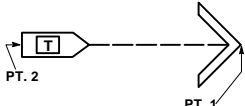
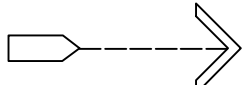
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS DESTROY <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.1.9	
		G*TPD-----***X	
		Example	
TASKS DISRUPT <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow. 2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. 3. Orientation. The arrows typically point toward enemy forces.	D	2.X.1.10	
		G*TPT-----***X	
		Example	

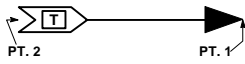
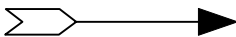
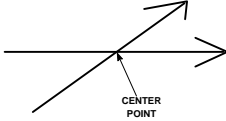
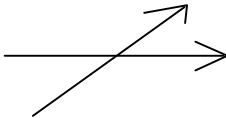
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS FIX 1. Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points toward enemy forces with the tip of the arrowhead indicating the location of the action.	D	2.X.1.11	
		G*TPF-----***X	
		Example	
TASKS FOLLOW AND ASSUME <u>Parameters</u> 1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points in the direction of the action.	D	2.X.1.12	
		G*TPA-----***X	
		Example	

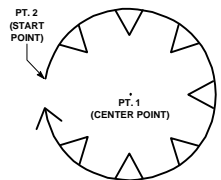
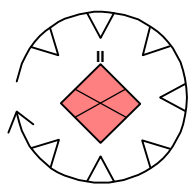
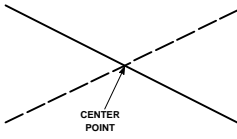
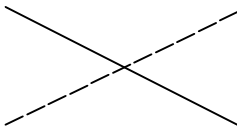
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
<p>TASKS FOLLOW AND ASSUME FOLLOW AND SUPPORT</p> <p><u>Parameters</u></p> <p>1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.</p> <p>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The arrowhead will be a filled-in version of a common arrowhead.</p> <p>3. Orientation. The arrow points in the direction of the action.</p>	D	2.X.1.12.1	
		G*TPAS----***X	
		Example	
<p>TASKS INTERDICTION</p> <p><u>Parameters</u></p> <p>1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p>2. Size/Shape. Static.</p> <p>3. Orientation. The graphic is typically centered over the desired location.</p>	S	2.X.1.13	
		G*TPI-----***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS ISOLATE <u>Parameters</u> 1. Anchor points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. The radius will be long enough for the graphic to encompass the UEI(s) or feature(s) being isolated. The opening will be a 30 degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic.	D	2.X.1.14	
		G*TPE-----***X	
		Example	
TASKS NEUTRALIZE <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.1.15	
		G*TPN-----***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS OCCUPY <u>Parameters</u> 1. Anchor points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being occupied. The opening will be a 22 degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic.	D	2.X.1.16	
		G*TPO-----***X	
		Example	
TASKS PENETRATE <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The arrow will project perpendicularly from the midpoint of the vertical line. 3. Orientation. The arrow points toward enemy forces.	D	2.X.1.17	
		G*TPP-----***X	

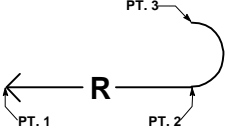
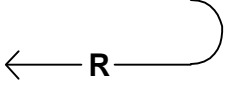
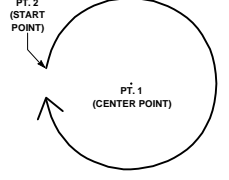
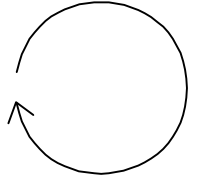
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS RELIEF IN PLACE (RIP) <u>Parameters</u> 1. Anchor points. This graphic requires four anchor points. Point 1 defines the tip of the first arrowhead. Point 2 defines the end of the straight line portion of the first arrow. Point 3 defines the tip of the second arrowhead. Point 4 defines the end of the second arrowhead. Point 4 defines the end of the second arrow. 2. Size/Shape. Points 1 and 2, and points 3 and 4 determine the length of each arrow. Points 2 and 3 shall be connected by a smooth, curved line. 3. Orientation. Determined by the anchor points. The unit being relieved is typically located at the base of the curve, and the unit performing the relief is typically located at the end of the symbol. The arrowhead typically points to the location the relieved unit should move to.	D	2.X.1.18	
		G*TPR-----***X	
		Example	
TASKS RETAIN <u>Parameters</u> 1. Anchor points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being retained. The opening will be a 22 degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic.	D	2.X.1.19	
		G*TPQ-----***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS RETIREMENT <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the end of the curve. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Points 2 and 3 determine the diameter of the curved portion of the symbol. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the curve.	D	2.X.1.20	
		G*TPM-----***X	
		Example	
TASKS SECURE <u>Parameters</u> 1. Anchor points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being secured. The opening will be a 22 degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic.	D	2.X.1.21	
		G*TPS-----***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS SECURITY		2.X.1.22	
TASKS SECURITY SCREEN	D	2.X.1.22.1	
<u>Parameters</u> 1. Anchor points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.		G*TPUS----***X	
		Example	
TASKS SECURITY GUARD	D	2.X.1.22.2	
<u>Parameters</u> 1. Anchor points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.		G*TPUG----***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS SECURITY COVER <u>Parameters</u> 1. Anchor points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.	D	2.X.1.22.3	
		G*TPUC-----**X	
		Example	
TASKS SEIZE <u>Parameters</u> 1. Anchor points. This symbol requires two anchor points. Point 1 defines the center point of the circle. Point 2 defines the tip of the arrowhead. 2. Size/Shape. Points 1 and 2 are connected by a 90 degree arc. The circle will at least be large enough to accommodate a tactical symbol. 3. Orientation. The arrowhead identifies the location/object to be seized, and the circle identifies the unit(s) assigned the task. See paragraph 5.7.4 for options to accommodate multiple units.	D	2.X.1.23	
		G*TPZ-----**X	
		Example	

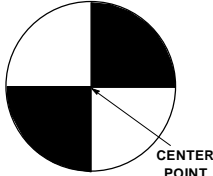
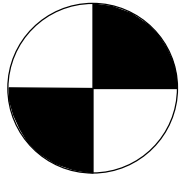
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS WITHDRAW <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the end of the curve. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Points 2 and 3 determine the diameter of the curved portion of the symbol. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the curve.	D	2.X.1.24	
		G*TPW-----***X	
		Example	
TASKS WITHDRAW WITHDRAW UNDER PRESSURE <u>Parameters</u> 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the end of the curve. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Points 2 and 3 determine the diameter of the curved portion of the symbol. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the curve.	D	2.X.1.24.1	
		G*TPWP-----***X	
		Example	

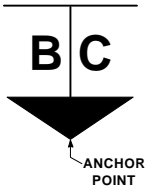
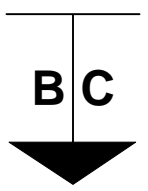

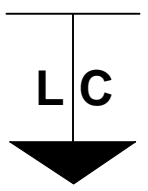
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER	N/A	2.X.2	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL	N/A	2.X.2.1	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS	N/A	2.X.2.1.1	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE	N/A	2.X.2.1.1.1	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER	N/A	2.X.2.1.1.1.1	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER DATUM <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic will be oriented as shown in the example to the right, and will be centered over the datum.	S	2.X.2.1.1.1.1.1	
		G*GPGPUUD- ***X	
		Example	

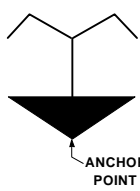
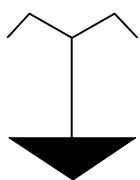
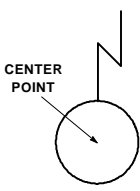
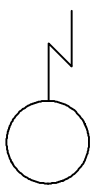
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER BRIEF CONTACT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.1.2	
		G*GPGPUUB- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER LOST CONTACT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.1.3	
		G*GPGPUUL- ****X	
		Example	

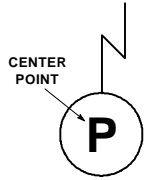

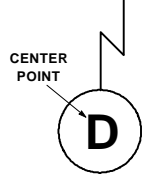

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER DATUM SINKER <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.1.4	
		G*GPGPUUS-***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2	
		G*GPGPUY--***X	
		Example	

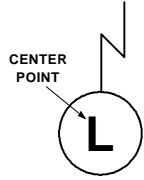
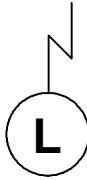
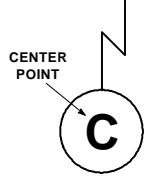

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY PATTERN CENTER <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.1	
		G*GPGPUYP- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.2	
		G*GPGPUYD- ****X	
		Example	

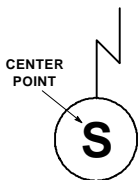

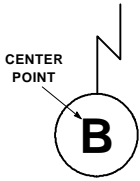
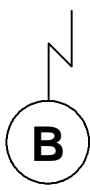
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY LOW FREQUENCY ANALYZING AND RECORDING (LOFAR) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.3	
		G*GPGPUYL- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY COMMAND ACTIVE SONOBUOY SYSTEM (CASS) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.4	
		G*GPGPUYC- ****X	
		Example	

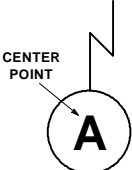
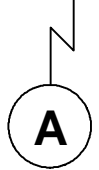
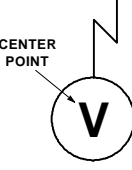
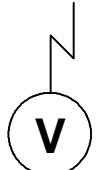
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.5	
		G*GPGPUYS- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY BATHYTHERMOGRAPH TRANSMITTING (BT) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.6	
		G*GPGPUYB- ****X	
		Example	

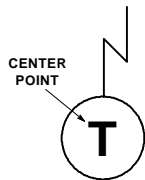

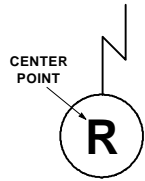

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ANM <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.7	
		G*GPGPUYA- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY VERTICAL LINE ARRAY DIFAR (VLAD) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.8	
		G*GPGPUYV- ****X	
		Example	

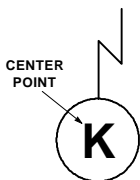
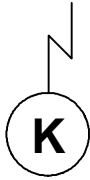

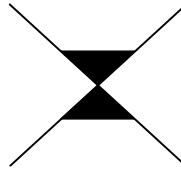
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ATAC <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.9	
		G*GPGPUYT- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY RANGE ONLY (RO) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.10	
		G*GPGPUYR- ****X	
		Example	

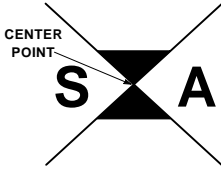

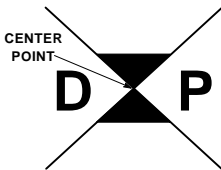
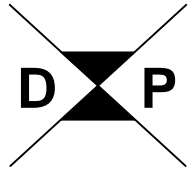
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY KINGPIN <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.11	
		G*GPGPUYK- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.1.3	
		G*GPGPUS--****X	
		Example	

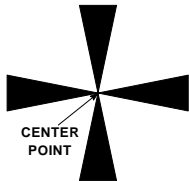
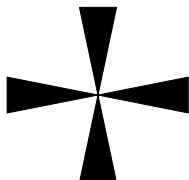
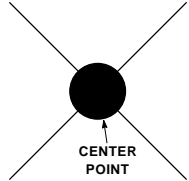
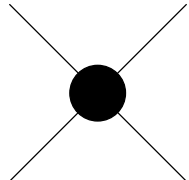
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH AREA <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.1.3.1	
		G*GPGPUSA- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH DIP POSITION <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.1.3.2	
		G*GPGPUSD- ****X	
		Example	

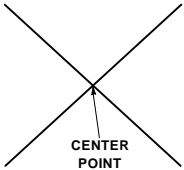
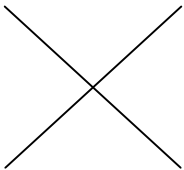
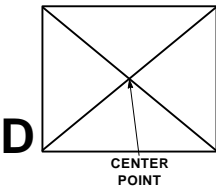
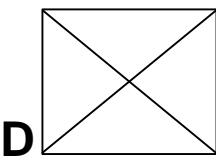
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH CENTER <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.1.3.3	
		G*GPGPUSC- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT	N/A	2.X.2.1.1.2	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT SPECIAL POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.2.1	
		G*GPGPRS--****X	
		Example	



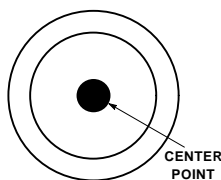
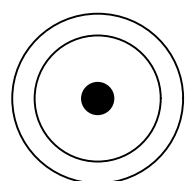
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT NAV REFERENCE <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.2.2	
		G*GPGPRN--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT DLRP <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.2.3	
		G*GPGPRD--****X	
		Example	

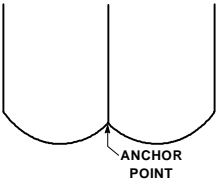
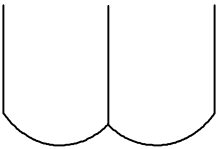
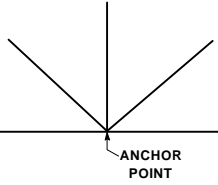
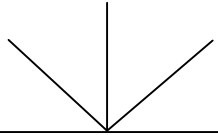
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT POINT OF INTEREST <u>Parameters</u> 1. Anchor points. The graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.2.4	
		G*GPGPRI--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON	N/A	2.X.2.1.1.3	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON AIM POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.3.1	
		G*GPGPWA--****X	
		Example	

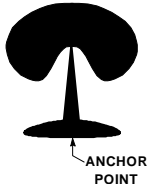
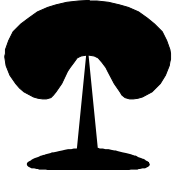
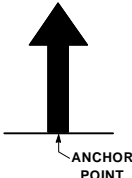
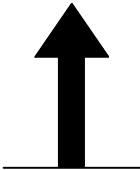
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON DROP POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the bottom of the central vertical line in the graphic where the curved and vertical lines meet. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.3.2	
		G*GPGPWD-- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON ENTRY POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the point where all the lines meet. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.		2.X.2.1.1.3.3	
		G*GPGPWE-- ****X	
		Example	

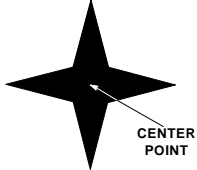
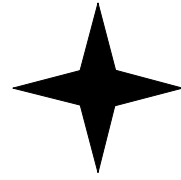
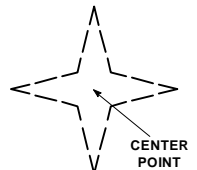
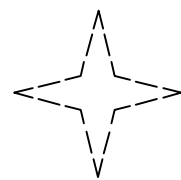
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON GROUND ZERO <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.3.4	
		G*GPGPWG-- ***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON MSL DETECT POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.3.5	
		G*GPGPWM-- ***X	
		Example	

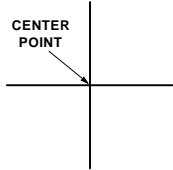
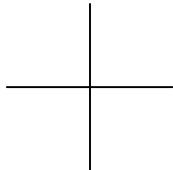
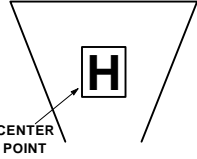
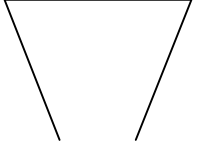
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON IMPACT POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.3.6	
		G*GPGPWI--***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON PREDICTED IMPACT POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.3.7	
		G*GPGPWP--***X	
		Example	

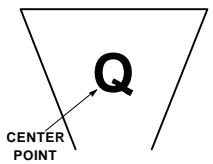
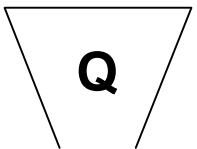
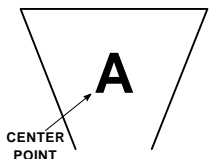
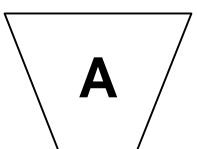
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS FORMATION <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic, where the two lines intersect. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.4	
		G*GPGPF---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location. A user can use this graphic to define a new type of point if the selection that follows is not sufficient.	S	2.X.2.1.1.5	
		G*GPGPH---***X	
		Example	

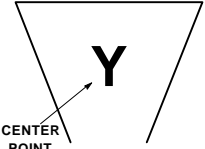
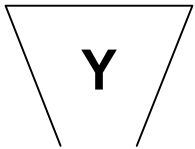
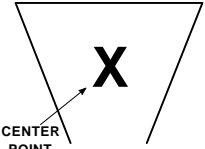
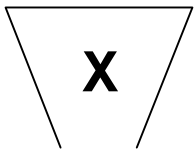
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR POINT Q <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.5.1	
		G*GPGPHQ--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR POINT A <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.5.2	
		G*GPGPHA--****X	
		Example	

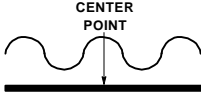

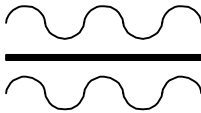
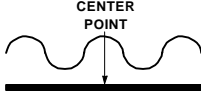

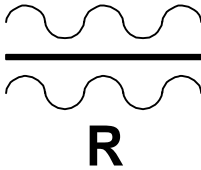
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR POINT Y <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.5.3	
		G*GPGPHY--***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR POINT X <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.5.4	
		G*GPGPHX--***X	
		Example	

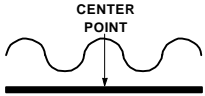

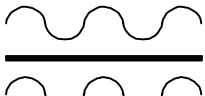

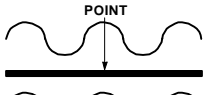

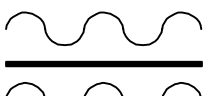

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.6	
		G*GPGPO---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE RENDEZVOUS <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.6.1	
		G*GPGPOZ---***X	
		Example	

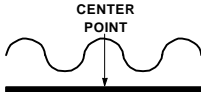

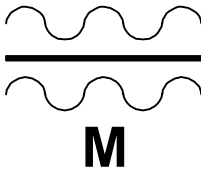
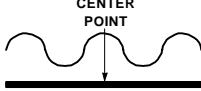
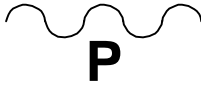
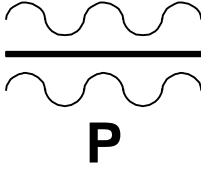
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE DIVERSIONS <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.6.2	  D
		G*GPGPOD--***X	
		Example	  D
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE WAYPOINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.6.3	  W
		G*GPGPOW--***X	
		Example	  W

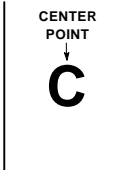
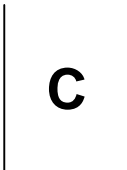
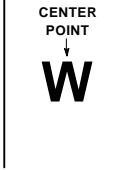
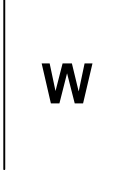
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE PIM <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.6.4	 
		G*GPGPOP--***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE POINT R <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.6.5	 
		G*GPGPOR--***X	
		Example	

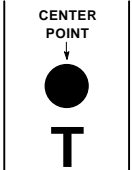
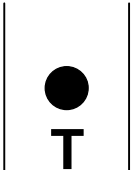
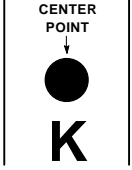
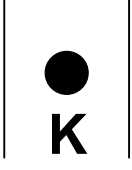
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL	N/A	2.X.2.1.1.7	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL COMBAT AIR PATROL (CAP) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.1	
		G*GPGPAP--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL AIRBORNE EARLY WARNING (AEW) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.2	
		G*GPGPAW--****X	
		Example	

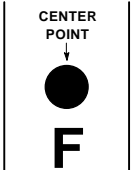
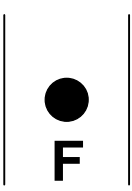
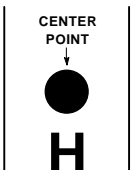
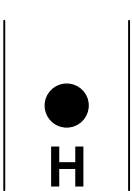
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TACAN <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.3	
		G*GPGPAT--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TANKING <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.4	
		G*GPGPAK--****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ANTISUBMARINE WARFARE, FIXED WING <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.5	
		G*GPGPAA--***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ANTISUBMARINE WARFARE, ROTARY WING <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.6	
		G*GPGPAH--***X	
		Example	

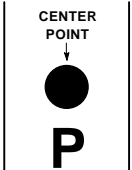
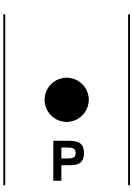
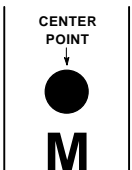
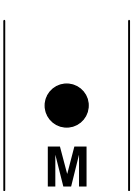
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TOMCAT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.7	
		G*GPGPAO--***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL RESCUE <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.8	
		G*GPGPAR--***X	
		Example	

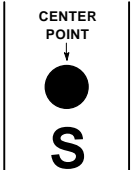
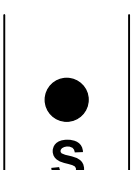
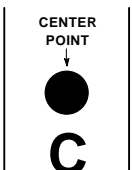
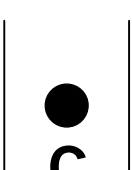
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL REPLENISH <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.9	
		G*GPGPAL--***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL MARSHALL <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.10	
		G*GPGPAM--***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL STRIKE IP <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.11	
		G*GPGPAS--***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL CORRIDOR TAB <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.12	
		G*GPGPAC--***X	
		Example	

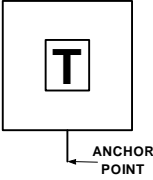
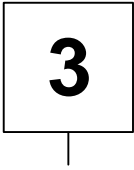
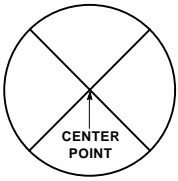
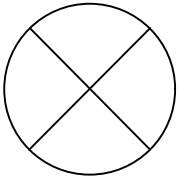
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. The graphic's corners form a 75 degree angle. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. A user can use this graphic to define a new type of point if the selection that follows is not sufficient. (Refer to Figures 10, 11 and 12 on Page 34)	S	2.X.2.1.1.8	
		G*GPGPP---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS CHECKPOINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.8.1	
		G*GPGPPK--***X	
		Example	



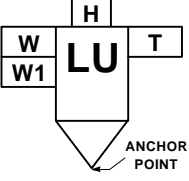
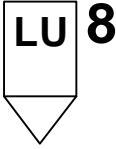
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS CONTACT POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the end of the stem. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.8.2	
		G*GPGPPC--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS COORDINATION POINT 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.8.3	
		G*GPGPPO--****X	
		Example	

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TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS DECISION POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.8.4	
		G*GPGPPD--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS LINK-UP POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.8.5	
		G*GPGPPL--****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS PASSAGE POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.2.1.1.8.6 G*GPGPPP--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS RALLY POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.2.1.1.8.7 G*GPGPPR--****X	
		Example	

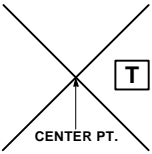
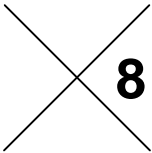
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS RELEASE POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.2.1.1.8.8	
		G*GPGPPE--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS START POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.2.1.1.8.9	
		G*GPGPPS--****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS WAYPOINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.8.10	
		G*GPGPPW--****X	
		Example	

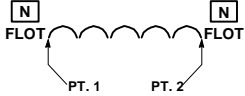
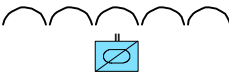

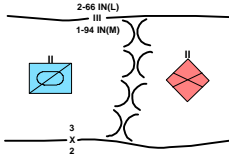
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES	N/A	2.X.2.1.2	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES BOUNDARIES <u>Parameters</u> 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.1.2.1	
		G*GPGLB---****X	
		GFGPGLB---****X Example	
		GFGAGLB---****X Example	
		GHGPGLB---****X Example	
		GHGAGLB---****X Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES FORWARD LINE OF OWN TROOPS (FLOT)	D	2.X.2.1.2.2	
		G*GPGLF---****X	
<u>Parameters</u> 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the order in which the anchor points are entered.	D	Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LINE OF CONTACT	D	2.X.2.1.2.3	
		G*GPGLC---****X	
<u>Parameters</u> 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	Example	

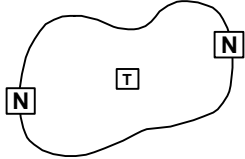
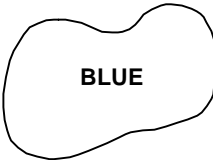
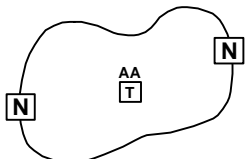
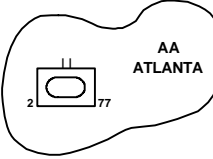
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES PHASE LINE <u>Parameters</u> 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points	D	2.X.2.1.2.4	
		G*GPGLP---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LIGHT LINE <u>Parameters</u> 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.1.2.5	
		G*GPGLL---***X	
		Example	

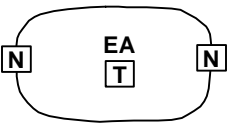

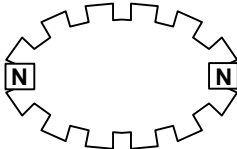
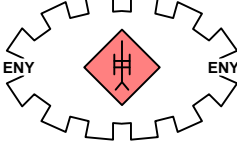
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS	N/A	2.X.2.1.3	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS GENERAL AREA <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.1	
		G*GPGAG---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ASSEMBLY AREA <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.		2.X.2.1.3.2	
		G*GPGAA---****X	
		Example	

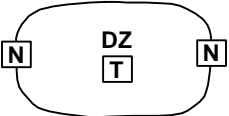

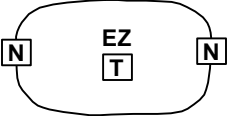

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ENGAGEMENT AREA <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.3	
		G*GPGAE---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS FORTIFIED AREA <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.4	
		G*GPGAF---***X	
		Example	

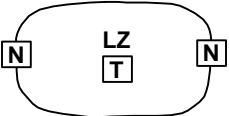

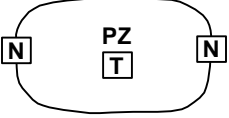

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS DROP ZONE <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.5	
		G*GPGAD---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS EXTRACTION ZONE (EZ) <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.6	
		G*GPGAX---***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LANDING ZONE (LZ) <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.7	
		G*GPGAL---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS PICKUP ZONE (PZ) <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.8	
		G*GPGAP---***X	
		Example	

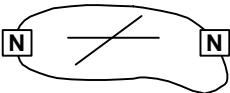
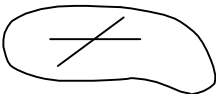
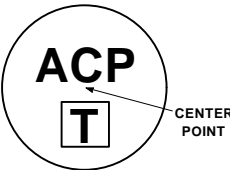

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
<p>COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS SEARCH AREA/RECONNAISSANCE AREA</p> <p><u>Parameters</u></p> <ol style="list-style-type: none"> 1. Anchor points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1. 	D	2.X.2.1.3.9	
		G*GPGAS---****X	
		Example	
<p>COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LIMITED ACCESS AREA</p> <p>(NOTE: A limited access area is comprised of a general area graphic, which defines the area and relays the nature of the hazard or obstacle, and a pentagon, which denotes the unit or equipment type that is restricted from the area. More pentagons can be added as necessary if more units and equipment are barred from the area. Pentagons can be positioned so as not to obscure any important data also presented on the display.)</p> <p><u>Parameters</u></p> <ol style="list-style-type: none"> 1. Anchor points. The area graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. A pentagon requires one anchor point and is connected to the area graphic with a straight line. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. A pentagon will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. <p>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.</p>	D	2.X.2.1.3.10	
		G*GPGAY---****X	
		Example	

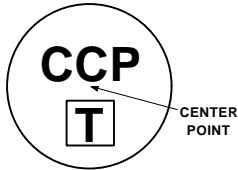

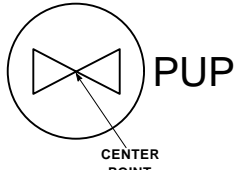
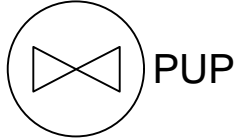
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS AIRFIELD ZONE <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The airfield graphic should be moveable within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.11	
		G*GPGAZ---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION	N/A	2.X.2.2	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS		2.X.2.2.1	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS AIR CONTROL POINT (ACP) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.2.1.1	
		G*GPAPP---***X	
		Example	

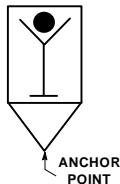
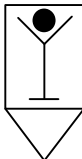
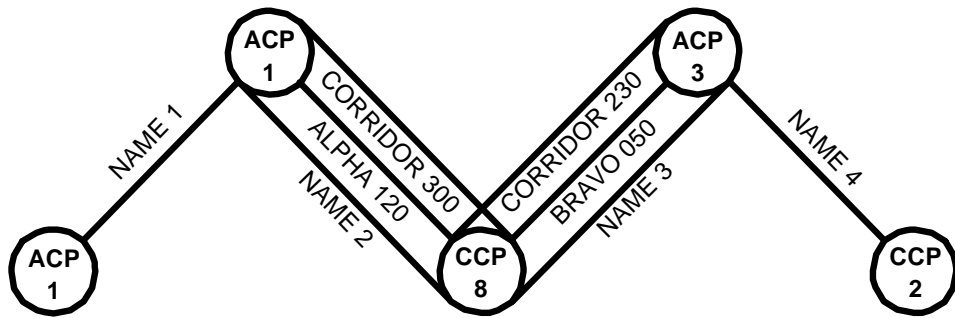
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS COMMUNICATIONS CHECKPOINT (CCP) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.2.1.2	
		G*GPAPC---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS PULL-UP POINT (PUP) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.2.1.3	
		G*GPAPU---****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS DOWNED AIRCREW PICKUP POINT <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.2.1.4	
		G*GPAPD---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES	N/A	2.X.2.2.2	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES AIR CORRIDOR	D	2.X.2.2.2.1	
		G*GPALC---***X	
Example			
			

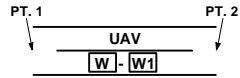
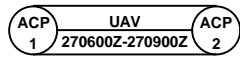
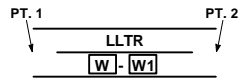
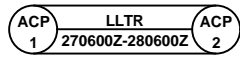
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES MINIMUM RISK ROUTE (MRR) <u>Parameters</u> 1. Anchor points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.2.2.2	
		G*GPALM---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR) <u>Parameters</u> 1. Anchor points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. The information fields associated with each segment of the route should be moveable and scalable as a block. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.2.2.3	
		G*GPALS---***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES UNMANNED AERIAL VEHICLE (UAV) ROUTE <u>Parameters</u> 1. Anchor points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.2.2.4	
		G*GPALU---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES LOW LEVEL TRANSIT ROUTE (LLTR) <u>Parameters</u> 1. Anchor points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.2.2.5	
		G*GPALL---****X	
		Example	

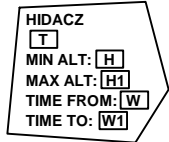
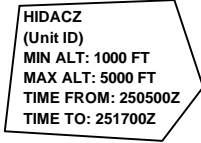
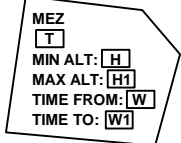
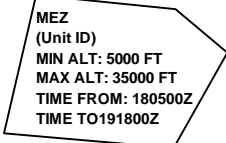
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS	N/A	2.X.2.2.3	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS RESTRICTED OPERATIONS ZONE (ROZ) <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.2.3.1	
		G*GPAAR---****X	
	D	Example	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS FORWARD AREA AIR DEFENSE ZONE (FAADEZ) <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.2.3.2	
		G*GPAAF---****X	
	D	Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ) <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.2.3.3	
		G*GPAAH---****X	
	D	Example	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.2.3.4	
		G*GPAAM---****X	
	D	Example	

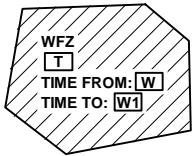

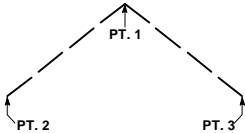
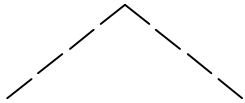
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) LOW ALTITUDE MEZ <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.2.3.4.1	
		G*GPAAML-- ****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) HIGH ALTITUDE MEZ <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.2.3.4.2	
		G*GPAAMH-- ****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS WEAPONS FREE ZONE <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.2.3.5	
		G*GPAAW---***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION	N/A	2.X.2.3	
COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY (DECEPTION) (DECOY) <u>Parameters</u> 1. Anchor points. This graphic requires 3 anchor points. Point 1 defines the vertex of the graphic, and points 2 and 3 define its endpoints. 2. Size/Shape. Points 1, 2, and 3 determine the length of the lines connecting them. The line defined by points 1 and 2 is typically the same length as the line between points 2 and 3. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.3.1	
		G*GPPD----***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
<p>COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION AXIS OF ADVANCE FOR FEINT</p> <p><u>Parameters</u></p> <p>1. Anchor points. This graphic requires three anchor points. Point 1 defines the vertex of the feint. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead.</p> <p>2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines its width.</p> <p>3. Orientation. The arrowhead typically points toward enemy forces.</p>	D	2.X.2.3.2	
		G*GPPA----***X	
		Example	
<p>COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DIRECTION OF ATTACK FOR FEINT</p> <p><u>Parameters</u></p> <p>1. Anchor points. This graphic requires two anchor points. Point 1 defines the vertex of the feint, and point 2 defines the rear of the graphic.</p> <p>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.</p> <p>3. Orientation. The arrow points in the direction of the action.</p>	D	2.X.2.3.3	
		G*GPPF----***X	
		Example	

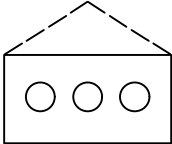
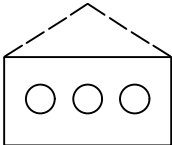
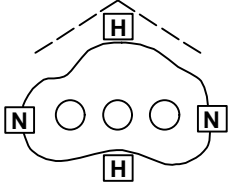
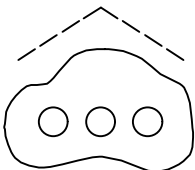
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DECOY MINED AREA <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The feint should be moveable and scalable within the area. 3. Orientation. Not applicable.	D	2.X.2.3.4	
		G*GPPM-----***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DECOY MINED AREA, FENCED <u>Parameters</u> 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The feint should be moveable and scalable within the area. 3. Orientation. Not applicable.	D	2.X.2.3.5	
		G*GPPY-----***X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY MINEFIELD - STATIC <u>Parameters</u> 1. Anchor Points. This graphic requires one anchor points. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. If an offset location indicator is used with this graphic, the indicator will point to the center of mass of the minefield.	S	2.X.2.3.6	
		G*GPPN----***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY MINEFIELD - DYNAMIC <u>Parameters</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. An additional 3 points will define the decoy graphic (see 2.X.2.3.1) above the area. 2. Size/Shape. Determined by anchor points. The graphic will be filled with unspecified mines (See 2.X.3.1.5.5). 3. Orientation. Not applicable.	D	2.X.2.3.7	
		G*GPPC----***X	
		Example	

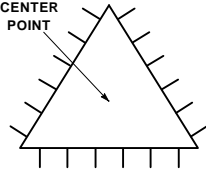
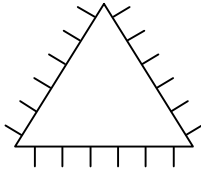
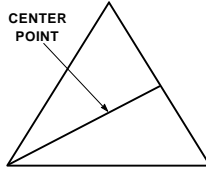
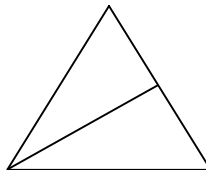
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TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE	N/A	2.X.2.4	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS	N/A	2.X.2.4.1	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS TARGET REFERENCE <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.1	
		G*GPDPT---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2	
		G*GPDPO---****X	
		Example	

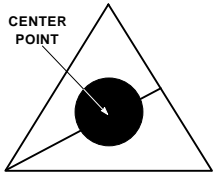
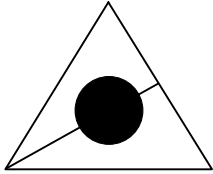
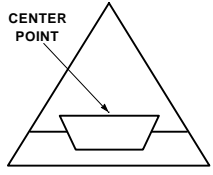
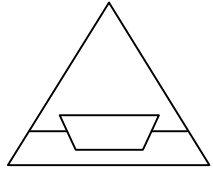
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TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST COMBAT OUTPOST <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2.1	
		G*GPDPOC--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2.2	
		G*GPDPOR--****X	
		Example	

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TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST FORWARD OBSERVER POSITION <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2.3	
		G*GPDPOF--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST SENSOR OUTPOST/LISTENING POST (OP/LP) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2.4	
		G*GPDPOS--****X	
		Example	

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TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST NBC OBSERVATION POST (DISMOUNTED) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2.5	
		G*GPDPON--***X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES	N/A	2.X.2.4.2	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES FORWARD EDGE OF BATTLE AREA (FEBA) <u>Parameters</u> 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the center of the circular portions of the graphic. 2. Size/Shape. Static 3. Orientation. The centerpoint of the circles in the graphic are typically centered over the endpoints of a phase line as displayed on a screen.	D	2.X.2.4.2.1	
		G*GPDLF---***X	
		Example	